

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

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# Unique solved — koooooooooooooooooooo

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

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

Filters: none

Count: 436

1.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[koooooooooooooooooooo's solution](#)

2.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[koooooooooooooooooooo's solution](#)

3.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[koooooooooooooooooooo's solution](#)

4.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[koooooooooooooooooooo's solution](#)

5.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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6.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,185 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[koooooooooooooooooooo's solution](#)

7.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[koooooooooooooooooooo's solution](#)

8.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[koooooooooooooooooooo's solution](#)

9.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[koooooooooooooooooooo's solution](#)

**10.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kooooooooooooooooo's solution](#)

**11.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[kooooooooooooooooo's solution](#)

**12.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[kooooooooooooooooo's solution](#)

**13.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[kooooooooooooooooo's solution](#)

**14.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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**15.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

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**16.**

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**17.**

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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**18.**

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**19.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**20.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[kooooooooooooooooo's solution](#)

## 21.

1837A

[Grasshopper on a Line](#) · Tutorial

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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## 22.

1832A

[New Palindrome](#) · Tutorial

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings  
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## 23.

1823A

[A-characteristic](#) · Tutorial

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
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## 24.

1450A

[Avoid Trygub](#) · Tutorial

Quality: 18,487 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
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## 25.

1821A

[Matching](#) · Tutorial

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
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## 26.

1797A

[Li Hua and Maze](#) · Tutorial

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation  
[kooooooooooooooooo's solution](#)

## 27.

1814A

[Coins](#) · Tutorial

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
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## 28.

1805B

[The String Has a Target](#) · Tutorial

Quality: 19,977 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[kooooooooooooooooo's solution](#)

## 29.

1805A

[We Need the Zero](#) · Tutorial

Quality: 41,961 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
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## 30.

1810B

[Candies](#) · Tutorial

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[kooooooooooooooooo's solution](#)

31.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
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32.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
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33.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[kooooooooooooooooo's solution](#)

34.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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35.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,277 global accepts · Rating: 800 · first AC: 2023-03-11 · last AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
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36.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings  
[kooooooooooooooooo's solution](#)

37.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory  
[kooooooooooooooooo's solution](#)

38.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
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39.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
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40.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
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41.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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**42.**

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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**43.**

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kooooooooooooooooo's solution](#)

**44.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**45.**

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, sortings

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**46.**

1713A

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

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

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**47.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**48.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**49.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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**50.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**51.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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**52.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math

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**53.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

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**54.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**55.**

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**56.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**57.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**58.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,781 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**59.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**60.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**61.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

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**62.**

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**63.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games

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**64.**

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**65.**

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**66.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

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**67.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**68.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

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**69.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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**70.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[kooooooooooooooooo's solution](#)

**71.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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**72.**

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**73.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**74.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
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**75.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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**76.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings  
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**77.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**78.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[koooooooooooooooo's solution](#)

**79.**

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**80.**

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**81.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
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**82.**

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
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**83.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers  
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**84.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**85.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**86.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**87.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

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**88.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

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**89.**

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kooooooooooooooooo's solution](#)

**90.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

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**91.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**92.**

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

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**93.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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**94.**

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**95.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

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**96.**

1705B

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

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[koooooooooooooooo's solution](#)

**97.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[koooooooooooooooo's solution](#)

**98.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[koooooooooooooooo's solution](#)

**99.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[koooooooooooooooo's solution](#)

**100.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[koooooooooooooooo's solution](#)

**101.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[koooooooooooooooo's solution](#)

**102.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[koooooooooooooooo's solution](#)

**103.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[koooooooooooooooo's solution](#)

**104.**

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[koooooooooooooooo's solution](#)

**105.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[koooooooooooooooo's solution](#)

**106.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[kooooooooooooooooo's solution](#)

**107.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[kooooooooooooooooo's solution](#)

**108.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kooooooooooooooooo's solution](#)

**109.**

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kooooooooooooooooo's solution](#)

**110.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[kooooooooooooooooo's solution](#)

**111.**

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kooooooooooooooooo's solution](#)

**112.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2023-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[kooooooooooooooooo's solution](#)

**113.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[kooooooooooooooooo's solution](#)

**114.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[kooooooooooooooooo's solution](#)

**115.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[kooooooooooooooooo's solution](#)

**116.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[kooooooooooooooooo's solution](#)

**117.**

1770B

[Koxia and Permutation](#) · Tutorial

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[kooooooooooooooooo's solution](#)

**118.**

1770A

[Koxia and Whiteboards](#) · Tutorial

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[kooooooooooooooooo's solution](#)

**119.**

1721B

[Deadly Laser](#) · Tutorial

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[kooooooooooooooooo's solution](#)

**120.**

1713B

[Optimal Reduction](#) · Tutorial

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[kooooooooooooooooo's solution](#)

**121.**

1704B

[Luke is a Foodie](#) · Tutorial

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[kooooooooooooooooo's solution](#)

**122.**

1695B

[Circle Game](#) · Tutorial

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[kooooooooooooooooo's solution](#)

**123.**

1691B

[Shoe Shuffling](#) · Tutorial

Quality: 35,326 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers  
[kooooooooooooooooo's solution](#)

**124.**

1901B

[Chip and Ribbon](#) · Tutorial

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[kooooooooooooooooo's solution](#)

**125.**

1869B

[2D Traveling](#) · Tutorial

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings  
[kooooooooooooooooo's solution](#)

**126.**

1872C

[Non-coprime Split](#) · Tutorial

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[kooooooooooooooooo's solution](#)

**127.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[kooooooooooooooooo's solution](#)

**128.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[kooooooooooooooooo's solution](#)

**129.**

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[kooooooooooooooooo's solution](#)

**130.**

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kooooooooooooooooo's solution](#)

**131.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[kooooooooooooooooo's solution](#)

**132.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers  
[kooooooooooooooooo's solution](#)

**133.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[kooooooooooooooooo's solution](#)

**134.**

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[kooooooooooooooooo's solution](#)

**135.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[kooooooooooooooooo's solution](#)

**136.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[kooooooooooooooooo's solution](#)

**137.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[kooooooooooooooooo's solution](#)

**138.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[kooooooooooooooooo's solution](#)

**139.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[kooooooooooooooooo's solution](#)

**140.**

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,419 global accepts · Rating: 1100 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kooooooooooooooooo's solution](#)

**141.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[kooooooooooooooooo's solution](#)

**142.**

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kooooooooooooooooo's solution](#)

**143.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[kooooooooooooooooo's solution](#)

**144.**

1670B

[Dorms War](#) · [Tutorial](#)

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

[kooooooooooooooooo's solution](#)

**145.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,853 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[kooooooooooooooooo's solution](#)

**146.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[kooooooooooooooooo's solution](#)

**147.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[kooooooooooooooooo's solution](#)

**148.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[kooooooooooooooooo's solution](#)

**149.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[kooooooooooooooooo's solution](#)

**150.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings  
[kooooooooooooooooo's solution](#)

**151.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[kooooooooooooooooo's solution](#)

**152.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[kooooooooooooooooo's solution](#)

**153.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,490 global accepts · Rating: 1200 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[kooooooooooooooooo's solution](#)

**154.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[kooooooooooooooooo's solution](#)

**155.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[kooooooooooooooooo's solution](#)

**156.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings  
[kooooooooooooooooo's solution](#)

**157.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[kooooooooooooooooo's solution](#)

**158.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math  
[kooooooooooooooooo's solution](#)

**159.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[kooooooooooooooooo's solution](#)

**160.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[kooooooooooooooooo's solution](#)

**161.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[kooooooooooooooooo's solution](#)

**162.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[kooooooooooooooooo's solution](#)

**163.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,442 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[kooooooooooooooooo's solution](#)

**164.**

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[kooooooooooooooooo's solution](#)

**165.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[kooooooooooooooooo's solution](#)

**166.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[kooooooooooooooooo's solution](#)

**167.**

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[kooooooooooooooooo's solution](#)

**168.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[kooooooooooooooooo's solution](#)

**169.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[kooooooooooooooooo's solution](#)

**170.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[kooooooooooooooooo's solution](#)

**171.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[kooooooooooooooooo's solution](#)

**172.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[kooooooooooooooooo's solution](#)

**173.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings  
[kooooooooooooooooo's solution](#)

**174.**

1815A

[Iai and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[kooooooooooooooooo's solution](#)

**175.**

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[kooooooooooooooooo's solution](#)

**176.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[kooooooooooooooooo's solution](#)

**177.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math  
[kooooooooooooooooo's solution](#)

**178.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[kooooooooooooooooo's solution](#)

**179.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[kooooooooooooooooo's solution](#)

### 180.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[kooooooooooooooooo's solution](#)

### 181.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[kooooooooooooooooo's solution](#)

### 182.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[kooooooooooooooooo's solution](#)

### 183.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[kooooooooooooooooo's solution](#)

### 184.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[kooooooooooooooooo's solution](#)

### 185.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[kooooooooooooooooo's solution](#)

### 186.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[kooooooooooooooooo's solution](#)

### 187.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[kooooooooooooooooo's solution](#)

### 188.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[kooooooooooooooooo's solution](#)

### 189.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[kooooooooooooooooo's solution](#)

**190.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[kooooooooooooooooo's solution](#)

**191.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[kooooooooooooooooo's solution](#)

**192.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[kooooooooooooooooo's solution](#)

**193.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math  
[kooooooooooooooooo's solution](#)

**194.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[kooooooooooooooooo's solution](#)

**195.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers  
[kooooooooooooooooo's solution](#)

**196.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation  
[kooooooooooooooooo's solution](#)

**197.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[kooooooooooooooooo's solution](#)

**198.**

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[kooooooooooooooooo's solution](#)

**199.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[kooooooooooooooooo's solution](#)

**200.**

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[kooooooooooooooooo's solution](#)

**201.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[kooooooooooooooooo's solution](#)

**202.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[kooooooooooooooooo's solution](#)

**203.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[kooooooooooooooooo's solution](#)

**204.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[kooooooooooooooooo's solution](#)

**205.**

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[kooooooooooooooooo's solution](#)

**206.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[kooooooooooooooooo's solution](#)

**207.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[kooooooooooooooooo's solution](#)

**208.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[kooooooooooooooooo's solution](#)

**209.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[kooooooooooooooooo's solution](#)

## 210.

1851E

### [Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[kooooooooooooooooo's solution](#)

## 211.

1842C

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

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[kooooooooooooooooo's solution](#)

## 212.

1179A

### [Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[kooooooooooooooooo's solution](#)

## 213.

1547E

### [Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[kooooooooooooooooo's solution](#)

## 214.

1814C

### [Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[kooooooooooooooooo's solution](#)

## 215.

1809C

### [Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[kooooooooooooooooo's solution](#)

## 216.

1804C

### [Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[kooooooooooooooooo's solution](#)

## 217.

1740D

### [Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures  
[kooooooooooooooooo's solution](#)

## 218.

1753A2

### [Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[kooooooooooooooooo's solution](#)

## 219.

1737C

### [Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math  
[kooooooooooooooooo's solution](#)

**220.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math  
[kooooooooooooooooo's solution](#)

**221.**

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[kooooooooooooooooo's solution](#)

**222.**

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[kooooooooooooooooo's solution](#)

**223.**

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[kooooooooooooooooo's solution](#)

**224.**

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees  
[kooooooooooooooooo's solution](#)

**225.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp  
[kooooooooooooooooo's solution](#)

**226.**

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings  
[kooooooooooooooooo's solution](#)

**227.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive  
[kooooooooooooooooo's solution](#)

**228.**

1798D

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

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-27 · last AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[kooooooooooooooooo's solution](#)

**229.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms  
[kooooooooooooooooo's solution](#)

**230.**

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kooooooooooooooooo's solution](#)

**231.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[kooooooooooooooooo's solution](#)

**232.**

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[kooooooooooooooooo's solution](#)

**233.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[kooooooooooooooooo's solution](#)

**234.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[kooooooooooooooooo's solution](#)

**235.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[kooooooooooooooooo's solution](#)

**236.**

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kooooooooooooooooo's solution](#)

**237.**

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[kooooooooooooooooo's solution](#)

**238.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[kooooooooooooooooo's solution](#)

**239.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[kooooooooooooooooo's solution](#)

**240.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[kooooooooooooooooo's solution](#)

**241.**

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[kooooooooooooooooo's solution](#)

**242.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[kooooooooooooooooo's solution](#)

**243.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[kooooooooooooooooo's solution](#)

**244.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[kooooooooooooooooo's solution](#)

**245.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[kooooooooooooooooo's solution](#)

**246.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[kooooooooooooooooo's solution](#)

**247.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[kooooooooooooooooo's solution](#)

**248.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[kooooooooooooooooo's solution](#)

**249.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[kooooooooooooooooo's solution](#)

**250.**

1706D1

[Chopping Carrots \(Easy Version\) · Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[kooooooooooooooooo's solution](#)

**251.**

1699C

[The Third Problem · Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[kooooooooooooooooo's solution](#)

**252.**

1700C

[Helping the Nature · Tutorial](#)

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[kooooooooooooooooo's solution](#)

**253.**

1695C

[Zero Path · Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[kooooooooooooooooo's solution](#)

**254.**

1694D

[Fake Plastic Trees · Tutorial](#)

Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[kooooooooooooooooo's solution](#)

**255.**

1321D

[Navigation System · Tutorial](#)

Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[kooooooooooooooooo's solution](#)

**256.**

1688C

[Manipulating History · Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[kooooooooooooooooo's solution](#)

**257.**

1681D

[Required Length · Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[kooooooooooooooooo's solution](#)

**258.**

1684D

[Traps · Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[kooooooooooooooooo's solution](#)

**259.**

1670D

[Very Suspicious · Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[kooooooooooooooooo's solution](#)

**260.**

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[kooooooooooooooooo's solution](#)

**261.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[kooooooooooooooooo's solution](#)

**262.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[kooooooooooooooooo's solution](#)

**263.**

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[kooooooooooooooooo's solution](#)

**264.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[kooooooooooooooooo's solution](#)

**265.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[kooooooooooooooooo's solution](#)

**266.**

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[kooooooooooooooooo's solution](#)

**267.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[kooooooooooooooooo's solution](#)

**268.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kooooooooooooooooo's solution](#)

**269.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[kooooooooooooooooo's solution](#)

**270.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[kooooooooooooooooo's solution](#)

**271.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers

[kooooooooooooooooo's solution](#)

**272.**

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[kooooooooooooooooo's solution](#)

**273.**

1809D

[Binary String Sorting](#) · [Tutorial](#)

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[kooooooooooooooooo's solution](#)

**274.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[kooooooooooooooooo's solution](#)

**275.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[kooooooooooooooooo's solution](#)

**276.**

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[kooooooooooooooooo's solution](#)

**277.**

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[kooooooooooooooooo's solution](#)

**278.**

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[kooooooooooooooooo's solution](#)

**279.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[kooooooooooooooooo's solution](#)

**280.**

1705D

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

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[kooooooooooooooooo's solution](#)

**281.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[kooooooooooooooooo's solution](#)

**282.**

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[kooooooooooooooooo's solution](#)

**283.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[kooooooooooooooooo's solution](#)

**284.**

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[kooooooooooooooooo's solution](#)

**285.**

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,454 global accepts · Rating: 1900 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[kooooooooooooooooo's solution](#)

**286.**

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2023-04-08 · last AC: 2023-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp

[kooooooooooooooooo's solution](#)

**287.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[kooooooooooooooooo's solution](#)

**288.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[kooooooooooooooooo's solution](#)

**289.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy,

math

[koooooooooooooooo's solution](#)

## 290.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[koooooooooooooooo's solution](#)

## 291.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[koooooooooooooooo's solution](#)

## 292.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[koooooooooooooooo's solution](#)

## 293.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[koooooooooooooooo's solution](#)

## 294.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[koooooooooooooooo's solution](#)

## 295.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[koooooooooooooooo's solution](#)

## 296.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[koooooooooooooooo's solution](#)

## 297.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[koooooooooooooooo's solution](#)

## 298.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[koooooooooooooooo's solution](#)

**299.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[kooooooooooooooooo's solution](#)

**300.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[kooooooooooooooooo's solution](#)

**301.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[kooooooooooooooooo's solution](#)

**302.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[kooooooooooooooooo's solution](#)

**303.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[kooooooooooooooooo's solution](#)

**304.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[kooooooooooooooooo's solution](#)

**305.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[kooooooooooooooooo's solution](#)

**306.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[kooooooooooooooooo's solution](#)

**307.**

1830B

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

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[kooooooooooooooooo's solution](#)

**308.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[kooooooooooooooooo's solution](#)

### 309.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2023-03-25 · last AC: 2023-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[kooooooooooooooooo's solution](#)

### 310.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[kooooooooooooooooo's solution](#)

### 311.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[kooooooooooooooooo's solution](#)

### 312.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[kooooooooooooooooo's solution](#)

### 313.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[kooooooooooooooooo's solution](#)

### 314.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[kooooooooooooooooo's solution](#)

### 315.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[kooooooooooooooooo's solution](#)

### 316.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[kooooooooooooooooo's solution](#)

### 317.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[kooooooooooooooooo's solution](#)

### 318.

1869D2

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

Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[kooooooooooooooooo's solution](#)

**319.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[kooooooooooooooooo's solution](#)

**320.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[kooooooooooooooooo's solution](#)

**321.**

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[kooooooooooooooooo's solution](#)

**322.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[kooooooooooooooooo's solution](#)

**323.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[kooooooooooooooooo's solution](#)

**324.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[kooooooooooooooooo's solution](#)

**325.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[kooooooooooooooooo's solution](#)

**326.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[kooooooooooooooooo's solution](#)

**327.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[kooooooooooooooooo's solution](#)

**328.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[kooooooooooooooooo's solution](#)

**329.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[kooooooooooooooooo's solution](#)

**330.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[kooooooooooooooooo's solution](#)

**331.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[kooooooooooooooooo's solution](#)

**332.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[kooooooooooooooooo's solution](#)

**333.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[kooooooooooooooooo's solution](#)

**334.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[kooooooooooooooooo's solution](#)

**335.**

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[kooooooooooooooooo's solution](#)

**336.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[kooooooooooooooooo's solution](#)

**337.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · last AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[kooooooooooooooooo's solution](#)

**338.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[kooooooooooooooooo's solution](#)

**339.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[kooooooooooooooooo's solution](#)

**340.**

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[kooooooooooooooooo's solution](#)

**341.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[kooooooooooooooooo's solution](#)

**342.**

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[kooooooooooooooooo's solution](#)

**343.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[kooooooooooooooooo's solution](#)

**344.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · last AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[kooooooooooooooooo's solution](#)

**345.**

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · last AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[kooooooooooooooooo's solution](#)

**346.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[kooooooooooooooooo's solution](#)

**347.**

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[kooooooooooooooooo's solution](#)

**348.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[kooooooooooooooooo's solution](#)

**349.**

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-05-15 · last AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs

[kooooooooooooooooo's solution](#)

**350.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math

[kooooooooooooooooo's solution](#)

**351.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[kooooooooooooooooo's solution](#)

**352.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[kooooooooooooooooo's solution](#)

**353.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[kooooooooooooooooo's solution](#)

**354.**

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[kooooooooooooooooo's solution](#)

**355.**

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[kooooooooooooooooo's solution](#)

**356.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[kooooooooooooooooo's solution](#)

**357.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[kooooooooooooooooo's solution](#)

**358.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[kooooooooooooooooo's solution](#)

**359.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[kooooooooooooooooo's solution](#)

**360.**

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[kooooooooooooooooo's solution](#)

**361.**

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[kooooooooooooooooo's solution](#)

**362.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[kooooooooooooooooo's solution](#)

**363.**

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[kooooooooooooooooo's solution](#)

**364.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[kooooooooooooooooo's solution](#)

**365.**

1039D

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

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-09-13 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[kooooooooooooooooo's solution](#)

**366.**

1694F

[Decinc Dividing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy

[kooooooooooooooooo's solution](#)

**367.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[kooooooooooooooooo's solution](#)

**368.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[kooooooooooooooooo's solution](#)

**369.**

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**370.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**371.**

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**372.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**373.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**374.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**375.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**376.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**377.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**378.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**379.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**380.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**381.**

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**382.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**383.**

103446C

[Strange Matrices](#) · [Tutorial](#)

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

**384.**

103446B

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

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

**385.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**386.**

103446J

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

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

**387.**

103446I

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**388.**

103446G

[Edge Groups](#) · [Tutorial](#)

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

**389.**

103446D

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**390.**

103446E

[Strange Integers](#) · [Tutorial](#)

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

**391.**

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-22 · last AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**392.**

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**393.**

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · last AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**394.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**395.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**396.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**397.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**398.**

103470A

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

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**399.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**400.**

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**401.**

103729H

[Hamster and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**402.**

103729I

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**403.**

103729C

[Potion\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**404.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**405.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**406.**

103729J

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

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**407.**

103729B

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

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**408.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**409.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**410.**

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**411.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**412.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**413.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**414.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**415.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**416.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**417.**

104008C

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

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**418.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**419.**

104008J

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

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**420.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**421.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**422.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**423.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

424.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

425.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

426.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

427.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

428.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

429.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

430.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

431.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

432.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

433.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

434.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[kooooooooooooooooo's solution](#)

**435.**

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[kooooooooooooooooo's solution](#)

**436.**

102268J

[Jealous Split](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-17 · last AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[kooooooooooooooooo's solution](#)