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# Unique solved — lcaonmst

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1672A

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1592A

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50.

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1392A

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1398B

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1144A

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1136A

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1144B

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1566C

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**88.**

1567B

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**91.**

1469B

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**93.**

1438B

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1430C

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1418A  
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1405B  
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1153A  
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1140A  
[Detective Book](#) · [Tutorial](#)  
Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation  
[lcaonmst's solution](#)
- 100.**  
1139B  
[Chocolates](#) · [Tutorial](#)  
Quality: 19,395 global accepts · Rating: 1000 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: greedy, implementation  
[lcaonmst's solution](#)
- 101.**  
1136B  
[Nastya Is Playing Computer Games](#) · [Tutorial](#)  
Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[lcaonmst's solution](#)
- 102.**  
2211B  
[Mickey Mouse Constructive](#) · [Tutorial](#)  
Quality: 11,648 global accepts · Rating: 1100 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[lcaonmst's solution](#)
- 103.**  
1995B1  
[Bouquet \(Easy Version\)](#) · [Tutorial](#)  
Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[lcaonmst's solution](#)
- 104.**  
2004C  
[Splitting Items](#) · [Tutorial](#)  
Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[lcaonmst's solution](#)
- 105.**  
1993B  
[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[lcaonmst's solution](#)

**106.**

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lcaonmst's solution](#)

**107.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[lcaonmst's solution](#)

**108.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[lcaonmst's solution](#)

**109.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[lcaonmst's solution](#)

**110.**

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[lcaonmst's solution](#)

**111.**

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[lcaonmst's solution](#)

**112.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[lcaonmst's solution](#)

**113.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[lcaonmst's solution](#)

**114.**

2005B2

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

Quality: 21,690 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[lcaonmst's solution](#)

**115.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,671 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[lcaonmst's solution](#)

**116.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[lcaonmst's solution](#)

**117.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[lcaonmst's solution](#)

**118.**

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[lcaonmst's solution](#)

**119.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[lcaonmst's solution](#)

**120.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[lcaonmst's solution](#)

**121.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[lcaonmst's solution](#)

**122.**

1909B

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

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[lcaonmst's solution](#)

**123.**

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees  
[lcaonmst's solution](#)

**124.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[lcaonmst's solution](#)

**125.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,816 global accepts · Rating: 1200 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[lcaonmst's solution](#)

**126.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation  
[lcaonmst's solution](#)

**127.**

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[lcaonmst's solution](#)

**128.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[lcaonmst's solution](#)

**129.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[lcaonmst's solution](#)

**130.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[lcaonmst's solution](#)

**131.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,923 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[lcaonmst's solution](#)

**132.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: math  
[lcaonmst's solution](#)

**133.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[lcaonmst's solution](#)

**134.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[lcaonmst's solution](#)

**135.**

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[lcaonmst's solution](#)

**136.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings  
[lcaonmst's solution](#)

**137.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2024-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[lcaonmst's solution](#)

**138.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,707 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lcaonmst's solution](#)

**139.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[lcaonmst's solution](#)

**140.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[lcaonmst's solution](#)

**141.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[lcaonmst's solution](#)

**142.**

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[lcaonmst's solution](#)

**143.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[lcaonmst's solution](#)

**144.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[lcaonmst's solution](#)

**145.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[lcaonmst's solution](#)

**146.**

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[lcaonmst's solution](#)

**147.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: geometry, greedy, math  
[lcaonmst's solution](#)

**148.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings  
[lcaonmst's solution](#)

**149.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[lcaonmst's solution](#)

**150.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings  
[lcaonmst's solution](#)

**151.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[lcaonmst's solution](#)

**152.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[lcaonmst's solution](#)

**153.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[lcaonmst's solution](#)

**154.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[lcaonmst's solution](#)

**155.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation  
[lcaonmst's solution](#)

**156.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[lcaonmst's solution](#)

**157.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[lcaonmst's solution](#)

## 158.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[lcaonmst's solution](#)

## 159.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[lcaonmst's solution](#)

## 160.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[lcaonmst's solution](#)

## 161.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[lcaonmst's solution](#)

## 162.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[lcaonmst's solution](#)

## 163.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[lcaonmst's solution](#)

## 164.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[lcaonmst's solution](#)

## 165.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,248 global accepts · Rating: 1400 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[lcaonmst's solution](#)

## 166.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[lcaonmst's solution](#)

## 167.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,652 global accepts · Rating: 1400 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[lcaonmst's solution](#)

**168.**

2003D1

[Turtle and a MEX Problem \(Easy Version\) · Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[lcaonmst's solution](#)

**169.**

2001C

[Guess The Tree · Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees  
[lcaonmst's solution](#)

**170.**

1569C

[Jury Meeting · Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[lcaonmst's solution](#)

**171.**

1332C

[K-Complete Word · Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings  
[lcaonmst's solution](#)

**172.**

1545A

[AquaMoon and Strange Sort · Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[lcaonmst's solution](#)

**173.**

1552B

[Running for Gold · Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[lcaonmst's solution](#)

**174.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy  
[lcaonmst's solution](#)

**175.**

1418C

[Mortal Kombat Tower · Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2020-09-14 · last AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths  
[lcaonmst's solution](#)

**176.**

1466D

[13th Labour of Heracles · Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees  
[lcaonmst's solution](#)

**177.**

1408C

[Discrete Acceleration · Tutorial](#)

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

**178.**

1405C

[Balanced Bitstring](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[lcaonmst's solution](#)

**179.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[lcaonmst's solution](#)

**180.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[lcaonmst's solution](#)

**181.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[lcaonmst's solution](#)

**182.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,993 global accepts · Rating: 1500 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: dp

[lcaonmst's solution](#)

**183.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: greedy, math

[lcaonmst's solution](#)

**184.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lcaonmst's solution](#)

**185.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: math

[lcaonmst's solution](#)

**186.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1500 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[lcaonmst's solution](#)

**187.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[lcaonmst's solution](#)

**188.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[lcaonmst's solution](#)

## 189.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[lcaonmst's solution](#)

## 190.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,504 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lcaonmst's solution](#)

## 191.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[lcaonmst's solution](#)

## 192.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[lcaonmst's solution](#)

## 193.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[lcaonmst's solution](#)

## 194.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[lcaonmst's solution](#)

## 195.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[lcaonmst's solution](#)

## 196.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[lcaonmst's solution](#)

## 197.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[lcaonmst's solution](#)

## 198.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees  
[lcaonmst's solution](#)

**199.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math  
[lcaonmst's solution](#)

**200.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings  
[lcaonmst's solution](#)

**201.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings  
[lcaonmst's solution](#)

**202.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: graphs  
[lcaonmst's solution](#)

**203.**

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers  
[lcaonmst's solution](#)

**204.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[lcaonmst's solution](#)

**205.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[lcaonmst's solution](#)

**206.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[lcaonmst's solution](#)

**207.**

1229A

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

Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy  
[lcaonmst's solution](#)

**208.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[lcaonmst's solution](#)

**209.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[lcaonmst's solution](#)

**210.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[lcaonmst's solution](#)

**211.**

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[lcaonmst's solution](#)

**212.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[lcaonmst's solution](#)

**213.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[lcaonmst's solution](#)

**214.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[lcaonmst's solution](#)

**215.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[lcaonmst's solution](#)

**216.**

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[lcaonmst's solution](#)

**217.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[lcaonmst's solution](#)

**218.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lcaonmst's solution](#)

**219.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[lcaonmst's solution](#)

**220.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[lcaonmst's solution](#)

**221.**

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lcaonmst's solution](#)

**222.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[lcaonmst's solution](#)

**223.**

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[lcaonmst's solution](#)

**224.**

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: math, strings

[lcaonmst's solution](#)

**225.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[lcaonmst's solution](#)

**226.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: brute force, math

[lcaonmst's solution](#)

**227.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[lcaonmst's solution](#)

**228.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[lcaonmst's solution](#)

**229.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[lcaonmst's solution](#)

**230.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[lcaonmst's solution](#)

**231.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[lcaonmst's solution](#)

**232.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[lcaonmst's solution](#)

**233.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[lcaonmst's solution](#)

**234.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[lcaonmst's solution](#)

**235.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[lcaonmst's solution](#)

**236.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[lcaonmst's solution](#)

**237.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[lcaonmst's solution](#)

**238.**

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[lcaonmst's solution](#)

**239.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[lcaonmst's solution](#)

**240.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings  
[lcaonmst's solution](#)

**241.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings  
[lcaonmst's solution](#)

**242.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees  
[lcaonmst's solution](#)

**243.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,220 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: math, number theory  
[lcaonmst's solution](#)

**244.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: greedy  
[lcaonmst's solution](#)

**245.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: dp, sortings, two pointers  
[lcaonmst's solution](#)

**246.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees  
[lcaonmst's solution](#)

**247.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation  
[lcaonmst's solution](#)

**248.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers  
[lcaonmst's solution](#)

**249.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[lcaonmst's solution](#)

**250.**

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[lcaonmst's solution](#)

**251.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 1900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, two pointers

[lcaonmst's solution](#)

**252.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[lcaonmst's solution](#)

**253.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[lcaonmst's solution](#)

**254.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[lcaonmst's solution](#)

**255.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[lcaonmst's solution](#)

**256.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[lcaonmst's solution](#)

**257.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[lcaonmst's solution](#)

**258.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[lcaonmst's solution](#)

**259.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search  
[lcaonmst's solution](#)

**260.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory, strings  
[lcaonmst's solution](#)

**261.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: data structures, greedy  
[lcaonmst's solution](#)

**262.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy  
[lcaonmst's solution](#)

**263.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory  
[lcaonmst's solution](#)

**264.**

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[lcaonmst's solution](#)

**265.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[lcaonmst's solution](#)

**266.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[lcaonmst's solution](#)

**267.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[lcaonmst's solution](#)

**268.**

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings  
[lcaonmst's solution](#)

**269.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[lcaonmst's solution](#)

**270.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[lcaonmst's solution](#)

**271.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[lcaonmst's solution](#)

**272.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[lcaonmst's solution](#)

**273.**

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[lcaonmst's solution](#)

**274.**

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[lcaonmst's solution](#)

**275.**

1851G

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

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[lcaonmst's solution](#)

**276.**

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[lcaonmst's solution](#)

**277.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings

[lcaonmst's solution](#)

**278.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[lcaonmst's solution](#)

**279.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[lcaonmst's solution](#)

**280.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[lcaonmst's solution](#)

**281.**

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[lcaonmst's solution](#)

**282.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[lcaonmst's solution](#)

**283.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[lcaonmst's solution](#)

**284.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-09-01 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[lcaonmst's solution](#)

**285.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math

[lcaonmst's solution](#)

**286.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

[lcaonmst's solution](#)

**287.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[lcaonmst's solution](#)

**288.**

1941G

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

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[lcaonmst's solution](#)

**289.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[lcaonmst's solution](#)

**290.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings  
[lcaonmst's solution](#)

**291.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math  
[lcaonmst's solution](#)

**292.**

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices  
[lcaonmst's solution](#)

**293.**

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[lcaonmst's solution](#)

**294.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
[lcaonmst's solution](#)

**295.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[lcaonmst's solution](#)

**296.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[lcaonmst's solution](#)

**297.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[lcaonmst's solution](#)

**298.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[lcaonmst's solution](#)

**299.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[lcaonmst's solution](#)

**300.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[lcaonmst's solution](#)

**301.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[lcaonmst's solution](#)

**302.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, number theory

[lcaonmst's solution](#)

**303.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[lcaonmst's solution](#)

**304.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[lcaonmst's solution](#)

**305.**

1229B

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

Rating: 2000 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[lcaonmst's solution](#)

**306.**

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math, strings

[lcaonmst's solution](#)

**307.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[lcaonmst's solution](#)

**308.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[lcaonmst's solution](#)

**309.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[lcaonmst's solution](#)

**310.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[lcaonmst's solution](#)

**311.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[lcaonmst's solution](#)

**312.**

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[lcaonmst's solution](#)

**313.**

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[lcaonmst's solution](#)

**314.**

1408D

[Searchlights](#) · [Tutorial](#)

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

[lcaonmst's solution](#)

**315.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[lcaonmst's solution](#)

**316.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[lcaonmst's solution](#)

**317.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lcaonmst's solution](#)

**318.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[lcaonmst's solution](#)

**319.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[lcaonmst's solution](#)

**320.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[lcaonmst's solution](#)

**321.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[lcaonmst's solution](#)

**322.**

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[lcaonmst's solution](#)

**323.**

1998D

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

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[lcaonmst's solution](#)

**324.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[lcaonmst's solution](#)

**325.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[lcaonmst's solution](#)

**326.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[lcaonmst's solution](#)

**327.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[lcaonmst's solution](#)

**328.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory

[lcaonmst's solution](#)

**329.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[lcaonmst's solution](#)

**330.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[lcaonmst's solution](#)

**331.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[lcaonmst's solution](#)

**332.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[lcaonmst's solution](#)

**333.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[lcaonmst's solution](#)

**334.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[lcaonmst's solution](#)

**335.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp, greedy, trees

[lcaonmst's solution](#)

**336.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[lcaonmst's solution](#)

**337.**

828E

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-17 · GNU C++11 (first AC) · Tags: data structures, strings

[lcaonmst's solution](#)

**338.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-10 · GNU C++11 (first AC) · Tags: dp, strings

[lcaonmst's solution](#)

**339.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[lcaonmst's solution](#)

**340.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[lcaonmst's solution](#)

**341.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[lcaonmst's solution](#)

**342.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[lcaonmst's solution](#)

**343.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[lcaonmst's solution](#)

**344.**

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[lcaonmst's solution](#)

**345.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[lcaonmst's solution](#)

**346.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[lcaonmst's solution](#)

**347.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[lcaonmst's solution](#)

**348.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy,

implementation, math

[lcaonmst's solution](#)

**349.**

1400E

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

Quality: 6,311 global accepts · Rating: 2200 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[lcaonmst's solution](#)

**350.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[lcaonmst's solution](#)

**351.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[lcaonmst's solution](#)

**352.**

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[lcaonmst's solution](#)

**353.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[lcaonmst's solution](#)

**354.**

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[lcaonmst's solution](#)

**355.**

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[lcaonmst's solution](#)

**356.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lcaonmst's solution](#)

**357.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[lcaonmst's solution](#)

**358.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[lcaonmst's solution](#)

**359.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[lcaonmst's solution](#)

**360.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[lcaonmst's solution](#)

**361.**

1405E

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

Rating: 2300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[lcaonmst's solution](#)

**362.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[lcaonmst's solution](#)

**363.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[lcaonmst's solution](#)

**364.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[lcaonmst's solution](#)

**365.**

1229C

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

Rating: 2400 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[lcaonmst's solution](#)

**366.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[lcaonmst's solution](#)

**367.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[lcaonmst's solution](#)

**368.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string

suffix structures, strings, two pointers

[lcaonmst's solution](#)

**369.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[lcaonmst's solution](#)

**370.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[lcaonmst's solution](#)

**371.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[lcaonmst's solution](#)

**372.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lcaonmst's solution](#)

**373.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[lcaonmst's solution](#)

**374.**

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[lcaonmst's solution](#)

**375.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[lcaonmst's solution](#)

**376.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[lcaonmst's solution](#)

**377.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[lcaonmst's solution](#)

**378.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[lcaonmst's solution](#)

**379.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[lcaonmst's solution](#)

**380.**

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[lcaonmst's solution](#)

**381.**

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[lcaonmst's solution](#)

**382.**

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, fft, math, number theory

[lcaonmst's solution](#)

**383.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: fft

[lcaonmst's solution](#)

**384.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[lcaonmst's solution](#)

**385.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[lcaonmst's solution](#)

**386.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[lcaonmst's solution](#)

**387.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[lcaonmst's solution](#)

**388.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[lcaonmst's solution](#)

**389.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: math

[lcaonmst's solution](#)

**390.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[lcaonmst's solution](#)

**391.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[lcaonmst's solution](#)

**392.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[lcaonmst's solution](#)

**393.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[lcaonmst's solution](#)

**394.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[lcaonmst's solution](#)

**395.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[lcaonmst's solution](#)

**396.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[lcaonmst's solution](#)

**397.**

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, geometry, math, sortings

[lcaonmst's solution](#)

**398.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[lcaonmst's solution](#)

**399.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[lcaonmst's solution](#)

**400.**

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**401.**

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**402.**

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**403.**

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**404.**

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**405.**

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**406.**

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**407.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**408.**

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**409.**

104901B

[Graph Partitioning 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**410.**

104901E

[I Just Want... One More...](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**411.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**412.**

104901G

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

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**413.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**414.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**415.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**416.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**417.**

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**418.**

104479L

[Lying Faces](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**419.**

104479G

[Guessing by Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**420.**

104479C

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**421.**

104479H

[Highest Median Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**422.**

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**423.**

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**424.**

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**425.**

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**426.**

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**427.**

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**428.**

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**429.**

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**430.**

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**431.**

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**432.**

100531F

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**433.**

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**434.**

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**435.**

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**436.**

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**437.**

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**438.**

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**439.**

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**440.**

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**441.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**442.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**443.**

104768K

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

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**444.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**445.**

104768G

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

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**446.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**447.**

104821A

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

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**448.**

104821F

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

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**449.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**450.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**451.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**452.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**453.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**454.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**455.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**456.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**457.**

104772D

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

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**458.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**459.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**460.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**461.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**462.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**463.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**464.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**465.**

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**466.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**467.**

104008C

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

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

**468.**

104008M

[Youth Finale](#) · [Tutorial](#)

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

**469.**

104008A

[Lily](#) · [Tutorial](#)

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

**470.**

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**471.**

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**472.**

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**473.**

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**474.**

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**475.**

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**476.**

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · Python 3 (first AC) · Tags: —

[lcaonmst's solution](#)

**477.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**478.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**479.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**480.**

102222H

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

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**481.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**482.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**483.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**484.**

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**485.**

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**486.**

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[lcaonmst's solution](#)

**487.**

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**488.**

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**489.**

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**490.**

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**491.**

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**492.**

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**493.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**494.**

103427I

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

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**495.**

103427H

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

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**496.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**497.**

103427F

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

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**498.**

103427B

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

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**499.**

103427E

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

Rating: — · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**500.**

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**501.**

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**502.**

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**503.**

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**504.**

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**505.**

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**506.**

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**507.**

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**508.**

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**509.**

103495I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**510.**

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**511.**

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**512.**

103495C

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

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**513.**

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**514.**

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**515.**

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**516.**

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**517.**

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**518.**

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**519.**

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**520.**

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**521.**

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**522.**

102920A

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

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**523.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**524.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**525.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**526.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**527.**

102920E

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

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**528.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**529.**

102920B

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

Rating: — · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**530.**

103104C

[Data structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**531.**

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**532.**

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**533.**

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**534.**

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**535.**

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**536.**

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**537.**

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**538.**

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**539.**

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**540.**

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**541.**

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**542.**

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**543.**

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**544.**

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · PyPy 3 (first AC) · Tags: —  
[lcaonmst's solution](#)

**545.**

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**546.**

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**547.**

103145B

[Cypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**548.**

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**549.**

103145J

[Transform](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**550.**

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**551.**

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**552.**

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**553.**

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**554.**

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**555.**

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**556.**

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**557.**

102870G

[Gery's Problem and Orz Pandas](#) · [Tutorial](#)

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

**558.**

102870E

[Encryption of Orz Pandas](#) · [Tutorial](#)

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

**559.**

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

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

**560.**

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

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

**561.**

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

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

**562.**

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

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

**563.**

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

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

**564.**

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**565.**

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**566.**

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**567.**

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**568.**

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**569.**

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**570.**

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**571.**

103117D

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

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**572.**

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**573.**

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**574.**

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**575.**

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**576.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**577.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**578.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**579.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**580.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**581.**

103119L

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

Rating: — · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**582.**

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**583.**

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**584.**

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**585.**

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**586.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**587.**

103185B

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

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**588.**

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**589.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**590.**

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**591.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**592.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**593.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**594.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**595.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**596.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**597.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**598.**

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**599.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**600.**

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**601.**

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[lcaonmst's solution](#)

**602.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[lcaonmst's solution](#)

**603.**

103049K

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**605.**

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**606.**

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**608.**

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**609.**

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**610.**

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**616.**

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**617.**

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**618.**

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**620.**

102881J

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**621.**

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**622.**

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**627.**

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**628.**

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**629.**

102801I

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**630.**

102801L

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**631.**

102801H

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**632.**

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**633.**

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**637.**

1145A

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