

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

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# Unique solved — leolin0214

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

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

Filters: none

Count: 385

1.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,910 global accepts · Rating: 800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[leolin0214's solution](#)

2.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,791 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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3.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[leolin0214's solution](#)

4.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[leolin0214's solution](#)

5.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,234 global accepts · Rating: 800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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6.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,299 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

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7.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,171 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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8.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,457 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[leolin0214's solution](#)

9.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: greedy, strings

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**10.**

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
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**11.**

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory  
[leolin0214's solution](#)

**12.**

2170A

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

Quality: 19,935 global accepts · Rating: 800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math  
[leolin0214's solution](#)

**13.**

2157A

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

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[leolin0214's solution](#)

**14.**

2146A

[Equal Occurrences](#) · [Tutorial](#)

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
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**15.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,633 global accepts · Rating: 800 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
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**16.**

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,075 global accepts · Rating: 800 · first AC: 2025-11-12 · PyPy 3-64 (first AC) · Tags: strings  
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**17.**

2137A

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

Quality: 35,313 global accepts · Rating: 800 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math  
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**18.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 800 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, sortings  
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**19.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,262 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**20.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,049 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[leolin0214's solution](#)

**21.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,423 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

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**22.**

2149B

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

Quality: 33,042 global accepts · Rating: 800 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: greedy, sortings

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**23.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,908 global accepts · Rating: 800 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: math

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**24.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,760 global accepts · Rating: 800 · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: math

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**25.**

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,165 global accepts · Rating: 800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**26.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,169 global accepts · Rating: 800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

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**27.**

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,873 global accepts · Rating: 800 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

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**28.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,064 global accepts · Rating: 800 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[leolin0214's solution](#)

**29.**

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,827 global accepts · Rating: 800 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: sortings, strings

[leolin0214's solution](#)

**30.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,469 global accepts · Rating: 800 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: math, sortings

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**31.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[leolin0214's solution](#)

**32.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

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**33.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2025-03-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

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**34.**

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2025-03-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

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**35.**

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2025-03-19 · PyPy 3-64 (first AC) · Tags: implementation

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**36.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,053 global accepts · Rating: 800 · first AC: 2025-03-19 · PyPy 3-64 (first AC) · Tags: implementation, strings, two pointers

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**37.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,262 global accepts · Rating: 800 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: dp, geometry, greedy, math

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**38.**

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: brute force, math

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**39.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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**40.**

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: games, math

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**41.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy, sortings

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**42.**

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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**43.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: greedy, math

[leolin0214's solution](#)

**44.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

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**45.**

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: geometry, implementation, math

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**46.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, games, math

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**47.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[leolin0214's solution](#)

**48.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

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**49.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,643 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[leolin0214's solution](#)

**50.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,941 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[leolin0214's solution](#)

**51.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

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**52.**

2003A

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

Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, strings

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**53.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: implementation, math

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**54.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation

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**55.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[leolin0214's solution](#)

**56.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[leolin0214's solution](#)

**57.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

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**58.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

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**59.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-04-20 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

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**60.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-04-20 · PyPy 3-64 (first AC) · Tags: implementation

[leolin0214's solution](#)

**61.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

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**62.**

1760B

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

Quality: 53,342 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[leolin0214's solution](#)

**63.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,940 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[leolin0214's solution](#)

**64.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation, math

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**65.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,216 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation

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**66.**

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,453 global accepts · Rating: 800 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: implementation

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**67.**

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[leolin0214's solution](#)

**68.**

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**69.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

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**70.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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**71.**

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[leolin0214's solution](#)

**72.**

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,154 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**73.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,314 global accepts · Rating: 800 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: greedy, math

[leolin0214's solution](#)

**74.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leolin0214's solution](#)

- 75.**  
1891A  
[Sorting with Twos](#) · [Tutorial](#)  
Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[leolin0214's solution](#)
- 76.**  
1670A  
[Prof. Slim](#) · [Tutorial](#)  
Quality: 15,995 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[leolin0214's solution](#)
- 77.**  
1678B1  
[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)  
Quality: 16,610 global accepts · Rating: 800 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[leolin0214's solution](#)
- 78.**  
1678A  
[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)  
Quality: 19,173 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[leolin0214's solution](#)
- 79.**  
1890B  
[Qingshan Loves Strings](#) · [Tutorial](#)  
Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[leolin0214's solution](#)
- 80.**  
1890A  
[Doremy's Paint 3](#) · [Tutorial](#)  
Quality: 57,116 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[leolin0214's solution](#)
- 81.**  
1551B1  
[Wonderful Coloring - 1](#) · [Tutorial](#)  
Quality: 31,325 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[leolin0214's solution](#)
- 82.**  
1551A  
[Polycarp and Coins](#) · [Tutorial](#)  
Quality: 58,358 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[leolin0214's solution](#)
- 83.**  
1560C  
[Infinity Table](#) · [Tutorial](#)  
Quality: 27,996 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[leolin0214's solution](#)
- 84.**  
1560B  
[Who's Opposite?](#) · [Tutorial](#)  
Quality: 38,803 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[leolin0214's solution](#)
- 85.**  
1560A  
[Dislike of Threes](#) · [Tutorial](#)  
Quality: 73,514 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[leolin0214's solution](#)

**86.**

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[leolin0214's solution](#)

**87.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,408 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
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**88.**

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,860 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
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**89.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 900 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings  
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**90.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: implementation, math  
[leolin0214's solution](#)

**91.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,057 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
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**92.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,472 global accepts · Rating: 900 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory  
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**93.**

2140B

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

Quality: 22,136 global accepts · Rating: 900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
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**94.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**95.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 900 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: greedy  
[leolin0214's solution](#)

**96.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: math  
[leolin0214's solution](#)

97.

2042B

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

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: games, greedy

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98.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[leolin0214's solution](#)

99.

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[leolin0214's solution](#)

100.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[leolin0214's solution](#)

101.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[leolin0214's solution](#)

102.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,590 global accepts · Rating: 900 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[leolin0214's solution](#)

103.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, strings

[leolin0214's solution](#)

104.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[leolin0214's solution](#)

105.

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,744 global accepts · Rating: 1000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[leolin0214's solution](#)

106.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,552 global accepts · Rating: 1000 · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[leolin0214's solution](#)

107.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,815 global accepts · Rating: 1000 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[leolin0214's solution](#)

**108.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1000 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, implementation

[leolin0214's solution](#)

**109.**

2167D

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

Quality: 30,208 global accepts · Rating: 1000 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[leolin0214's solution](#)

**110.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,254 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[leolin0214's solution](#)

**111.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[leolin0214's solution](#)

**112.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,748 global accepts · Rating: 1000 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[leolin0214's solution](#)

**113.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[leolin0214's solution](#)

**114.**

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[leolin0214's solution](#)

**115.**

1760D

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

Quality: 27,017 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[leolin0214's solution](#)

**116.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[leolin0214's solution](#)

**117.**

1674C

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

Quality: 26,356 global accepts · Rating: 1000 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[leolin0214's solution](#)

**118.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,236 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[leolin0214's solution](#)

**119.**

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,677 global accepts · Rating: 1100 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[leolin0214's solution](#)

**120.**

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,536 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[leolin0214's solution](#)

**121.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[leolin0214's solution](#)

**122.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,924 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[leolin0214's solution](#)

**123.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[leolin0214's solution](#)

**124.**

2155B

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

Quality: 16,989 global accepts · Rating: 1100 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[leolin0214's solution](#)

**125.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,863 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, strings, two pointers

[leolin0214's solution](#)

**126.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · PyPy 3-64 (first AC) · Tags: math, number theory

[leolin0214's solution](#)

**127.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, strings

[leolin0214's solution](#)

**128.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leolin0214's solution](#)

**129.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[leolin0214's solution](#)

**130.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy

[leolin0214's solution](#)

**131.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,675 global accepts · Rating: 1100 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[leolin0214's solution](#)

**132.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[leolin0214's solution](#)

**133.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[leolin0214's solution](#)

**134.**

1966B

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

Quality: 17,212 global accepts · Rating: 1100 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation

[leolin0214's solution](#)

**135.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2024-04-20 · PyPy 3-64 (first AC) · Tags: binary search, math

[leolin0214's solution](#)

**136.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[leolin0214's solution](#)

**137.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, number theory

[leolin0214's solution](#)

**138.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,274 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[leolin0214's solution](#)

**139.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[leolin0214's solution](#)

**140.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,538 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leolin0214's solution](#)

**141.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: greedy, math

[leolin0214's solution](#)

**142.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,018 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[leolin0214's solution](#)

**143.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[leolin0214's solution](#)

**144.**

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[leolin0214's solution](#)

**145.**

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[leolin0214's solution](#)

**146.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,829 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[leolin0214's solution](#)

**147.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation

[leolin0214's solution](#)

**148.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[leolin0214's solution](#)

**149.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[leolin0214's solution](#)

**150.**

999C

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

Quality: 20,989 global accepts · Rating: 1200 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[leolin0214's solution](#)

**151.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[leolin0214's solution](#)

**152.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1200 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[leolin0214's solution](#)

**153.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,354 global accepts · Rating: 1200 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: strings

[leolin0214's solution](#)

**154.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: geometry, greedy, math

[leolin0214's solution](#)

**155.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: bitmasks

[leolin0214's solution](#)

**156.**

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy

[leolin0214's solution](#)

**157.**

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[leolin0214's solution](#)

**158.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[leolin0214's solution](#)

**159.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[leolin0214's solution](#)

**160.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[leolin0214's solution](#)

**161.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[leolin0214's solution](#)

**162.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings  
[leolin0214's solution](#)

**163.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,102 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[leolin0214's solution](#)

**164.**

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[leolin0214's solution](#)

**165.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,116 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[leolin0214's solution](#)

**166.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers  
[leolin0214's solution](#)

**167.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms  
[leolin0214's solution](#)

**168.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,700 global accepts · Rating: 1300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation  
[leolin0214's solution](#)

**169.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,403 global accepts · Rating: 1300 · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings  
[leolin0214's solution](#)

**170.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math  
[leolin0214's solution](#)

**171.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math  
[leolin0214's solution](#)

**172.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[leolin0214's solution](#)

**173.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[leolin0214's solution](#)

**174.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[leolin0214's solution](#)

**175.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[leolin0214's solution](#)

**176.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[leolin0214's solution](#)

**177.**

1668C

[Make it Increasing](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[leolin0214's solution](#)

**178.**

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[leolin0214's solution](#)

**179.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[leolin0214's solution](#)

**180.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[leolin0214's solution](#)

**181.**

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

greedy, sortings

[leolin0214's solution](#)

**182.**

2157C

[Maximum Array 2](#) · [Tutorial](#)

Quality: 9,255 global accepts · Rating: 1400 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leolin0214's solution](#)

**183.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1400 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[leolin0214's solution](#)

**184.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[leolin0214's solution](#)

**185.**

2066A

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

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · PyPy 3-64 (first AC) · Tags: graphs, greedy, implementation, interactive

[leolin0214's solution](#)

**186.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings, two pointers

[leolin0214's solution](#)

**187.**

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[leolin0214's solution](#)

**188.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[leolin0214's solution](#)

**189.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: games, greedy

[leolin0214's solution](#)

**190.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[leolin0214's solution](#)

**191.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[leolin0214's solution](#)

**192.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings  
[leolin0214's solution](#)

**193.**

1901C

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

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2023-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math  
[leolin0214's solution](#)

**194.**

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math  
[leolin0214's solution](#)

**195.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,665 global accepts · Rating: 1400 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[leolin0214's solution](#)

**196.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees  
[leolin0214's solution](#)

**197.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[leolin0214's solution](#)

**198.**

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[leolin0214's solution](#)

**199.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory  
[leolin0214's solution](#)

**200.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees  
[leolin0214's solution](#)

**201.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math  
[leolin0214's solution](#)

**202.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,029 global accepts · Rating: 1500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[leolin0214's solution](#)

**203.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[leolin0214's solution](#)

**204.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: data structures, two pointers

[leolin0214's solution](#)

**205.**

2155C

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

Quality: 10,255 global accepts · Rating: 1500 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[leolin0214's solution](#)

**206.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[leolin0214's solution](#)

**207.**

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[leolin0214's solution](#)

**208.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[leolin0214's solution](#)

**209.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,631 global accepts · Rating: 1500 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[leolin0214's solution](#)

**210.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[leolin0214's solution](#)

**211.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[leolin0214's solution](#)

**212.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[leolin0214's solution](#)

**213.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[leolin0214's solution](#)

**214.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[leolin0214's solution](#)

**215.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: brute force, implementation, number theory, strings

[leolin0214's solution](#)

**216.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,358 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[leolin0214's solution](#)

**217.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[leolin0214's solution](#)

**218.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, math

[leolin0214's solution](#)

**219.**

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,583 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[leolin0214's solution](#)

**220.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[leolin0214's solution](#)

**221.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[leolin0214's solution](#)

**222.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees  
[leolin0214's solution](#)

**223.**

2167E

[Khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation  
[leolin0214's solution](#)

**224.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers  
[leolin0214's solution](#)

**225.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-28 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[leolin0214's solution](#)

**226.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths  
[leolin0214's solution](#)

**227.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[leolin0214's solution](#)

**228.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,316 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[leolin0214's solution](#)

**229.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees  
[leolin0214's solution](#)

**230.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[leolin0214's solution](#)

**231.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math  
[leolin0214's solution](#)

**232.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[leolin0214's solution](#)

**233.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, interactive

[leolin0214's solution](#)

**234.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[leolin0214's solution](#)

**235.**

2053D

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

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

[leolin0214's solution](#)

**236.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy

[leolin0214's solution](#)

**237.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[leolin0214's solution](#)

**238.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: binary search, interactive, ternary search

[leolin0214's solution](#)

**239.**

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: dp, implementation

[leolin0214's solution](#)

**240.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[leolin0214's solution](#)

**241.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[leolin0214's solution](#)

**242.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers  
[leolin0214's solution](#)

**243.**

1916D

[Mathematical Problem](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[leolin0214's solution](#)

**244.**

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math  
[leolin0214's solution](#)

**245.**

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings  
[leolin0214's solution](#)

**246.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[leolin0214's solution](#)

**247.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings  
[leolin0214's solution](#)

**248.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation  
[leolin0214's solution](#)

**249.**

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees  
[leolin0214's solution](#)

**250.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive  
[leolin0214's solution](#)

**251.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[leolin0214's solution](#)

**252.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,662 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[leolin0214's solution](#)

**253.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[leolin0214's solution](#)

**254.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[leolin0214's solution](#)

**255.**

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · PyPy 3-64 (first AC) · Tags: greedy

[leolin0214's solution](#)

**256.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[leolin0214's solution](#)

**257.**

1966D

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

Rating: 1800 · first AC: 2024-04-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[leolin0214's solution](#)

**258.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[leolin0214's solution](#)

**259.**

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[leolin0214's solution](#)

**260.**

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[leolin0214's solution](#)

**261.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[leolin0214's solution](#)

**262.**

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[leolin0214's solution](#)

**263.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,255 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[leolin0214's solution](#)

**264.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · last AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[leolin0214's solution](#)

**265.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings  
[leolin0214's solution](#)

**266.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings  
[leolin0214's solution](#)

**267.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 1900 · first AC: 2025-11-11 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, sortings  
[leolin0214's solution](#)

**268.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search  
[leolin0214's solution](#)

**269.**

2156D

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

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-11-07 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive  
[leolin0214's solution](#)

**270.**

2089B1

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

Quality: 3,235 global accepts · Rating: 1900 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers  
[leolin0214's solution](#)

**271.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[leolin0214's solution](#)

**272.**

2053E

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

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

[leolin0214's solution](#)

**273.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,022 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[leolin0214's solution](#)

**274.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[leolin0214's solution](#)

**275.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[leolin0214's solution](#)

**276.**

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[leolin0214's solution](#)

**277.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[leolin0214's solution](#)

**278.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, implementation, math

[leolin0214's solution](#)

**279.**

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[leolin0214's solution](#)

**280.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[leolin0214's solution](#)

**281.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[leolin0214's solution](#)

**282.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings  
[leolin0214's solution](#)

**283.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1900 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings  
[leolin0214's solution](#)

**284.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math  
[leolin0214's solution](#)

**285.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[leolin0214's solution](#)

**286.**

1536D

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

Quality: 5,059 global accepts · Rating: 2000 · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation  
[leolin0214's solution](#)

**287.**

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2026-03-14 · last AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs  
[leolin0214's solution](#)

**288.**

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings  
[leolin0214's solution](#)

**289.**

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive  
[leolin0214's solution](#)

**290.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive  
[leolin0214's solution](#)

**291.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,529 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[leolin0214's solution](#)

**292.**

2146D2

[Max Sum OR \(Hard Version\) · Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[leolin0214's solution](#)

**293.**

2140D

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

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[leolin0214's solution](#)

**294.**

1851G

[Vlad and the Mountains · Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[leolin0214's solution](#)

**295.**

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[leolin0214's solution](#)

**296.**

2037G

[Natlan Exploring · Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[leolin0214's solution](#)

**297.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[leolin0214's solution](#)

**298.**

1923E

[Count Paths · Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[leolin0214's solution](#)

**299.**

2205E

[Simons and Dividing the Rhythm · Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[leolin0214's solution](#)

**300.**

1263E

[Editor · Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[leolin0214's solution](#)

**301.**

2169D2

[Removal of a Sequence \(Hard Version\) · Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[leolin0214's solution](#)

**302.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,659 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[leolin0214's solution](#)

**303.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[leolin0214's solution](#)

**304.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[leolin0214's solution](#)

**305.**

2040E

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

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[leolin0214's solution](#)

**306.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[leolin0214's solution](#)

**307.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[leolin0214's solution](#)

**308.**

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[leolin0214's solution](#)

**309.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[leolin0214's solution](#)

**310.**

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[leolin0214's solution](#)

**311.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees  
[leolin0214's solution](#)

**312.**

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs  
[leolin0214's solution](#)

**313.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math  
[leolin0214's solution](#)

**314.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities  
[leolin0214's solution](#)

**315.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory  
[leolin0214's solution](#)

**316.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory  
[leolin0214's solution](#)

**317.**

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[leolin0214's solution](#)

**318.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths  
[leolin0214's solution](#)

**319.**

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees  
[leolin0214's solution](#)

**320.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math  
[leolin0214's solution](#)

**321.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, divide and conquer, greedy, hashing

[leolin0214's solution](#)

**322.**

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[leolin0214's solution](#)

**323.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[leolin0214's solution](#)

**324.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[leolin0214's solution](#)

**325.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[leolin0214's solution](#)

**326.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[leolin0214's solution](#)

**327.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[leolin0214's solution](#)

**328.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[leolin0214's solution](#)

**329.**

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[leolin0214's solution](#)

**330.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[leolin0214's solution](#)

**331.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[leolin0214's solution](#)

**332.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[leolin0214's solution](#)

**333.**

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[leolin0214's solution](#)

**334.**

1559D2

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

Quality: 3,066 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[leolin0214's solution](#)

**335.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[leolin0214's solution](#)

**336.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[leolin0214's solution](#)

**337.**

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[leolin0214's solution](#)

**338.**

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, interactive

[leolin0214's solution](#)

**339.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[leolin0214's solution](#)

**340.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[leolin0214's solution](#)

**341.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[leolin0214's solution](#)

**342.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[leolin0214's solution](#)

**343.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,604 global accepts · Rating: — · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[leolin0214's solution](#)

**344.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[leolin0214's solution](#)

**345.**

2226D

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

Quality: 2,204 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[leolin0214's solution](#)

**346.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,995 global accepts · Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[leolin0214's solution](#)

**347.**

2226C

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

Quality: 5,517 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, two pointers

[leolin0214's solution](#)

**348.**

2226B

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

Quality: 10,040 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[leolin0214's solution](#)

**349.**

2226A

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

Quality: 11,156 global accepts · Rating: — · first AC: 2026-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[leolin0214's solution](#)

**350.**

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[leolin0214's solution](#)

**351.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: communication, constructive algorithms, interactive  
[leolin0214's solution](#)

**352.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-10 · PyPy 3-64 (first AC) · Tags: bitmasks, communication, interactive, math  
[leolin0214's solution](#)

**353.**

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-19 · last AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[leolin0214's solution](#)

**354.**

102891E

[Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[leolin0214's solution](#)

**355.**

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[leolin0214's solution](#)

**356.**

104830I

[Transportation Vouchers \(voucher\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[leolin0214's solution](#)

**357.**

104830G

[Lunch Time \(lunch\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[leolin0214's solution](#)

**358.**

104830C

[Extra Sign-up Application \(course\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[leolin0214's solution](#)

**359.**

104830E

[Nibbler Frieren \(frieren\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[leolin0214's solution](#)

**360.**

104830F

[Level Design \(level\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[leolin0214's solution](#)

**361.**

105292C

[Crystal Mining](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**362.**

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**363.**

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**364.**

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**365.**

104420B

[Mex Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**366.**

104420A

[Infinite Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**367.**

104743A

[Make All Elements 0](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**368.**

104743C

[Prefix MEX Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**369.**

104743B

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

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**370.**

104688A2

[Append Sort A2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**371.**

104688B2

[Prime Time B2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**372.**

104688B1

[Prime Time B1](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**373.**

104688A1

[Append Sort A1](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**374.**

104677D

[Chase The Light](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**375.**

104677C

[Darcy Parties](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**376.**

104677B

[War on Two Fronts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**377.**

104677A

[Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[leolin0214's solution](#)

**378.**

104542B

[Interesting Connection](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[leolin0214's solution](#)

**379.**

104542A

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

Rating: — · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[leolin0214's solution](#)

**380.**

104598H

[Model Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**381.**

104598F

[Silly Nilly's Stuffies](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[leolin0214's solution](#)

**382.**

104598D

[Intergalactic Terrorism](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**383.**

104598B

[Speedrun Splits](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[leolin0214's solution](#)

**384.**

104598E

[AI Duck](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)

**385.**

104598A

[Dividing Data](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[leolin0214's solution](#)