

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

<https://cfelitetracker.vercel.app>

# Unique solved — lewc

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

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

Filters: none

Count: 582

- 1.**  
2166A  
[Same Difference](#) · [Tutorial](#)  
Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings  
[lewc's solution](#)
- 2.**  
2164A  
[Sequence Game](#) · [Tutorial](#)  
Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings  
[lewc's solution](#)
- 3.**  
2134A  
[Painting With Two Colors](#) · [Tutorial](#)  
Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math  
[lewc's solution](#)
- 4.**  
2086A  
[Cloudberry Jam](#) · [Tutorial](#)  
Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[lewc's solution](#)
- 5.**  
2031A  
[Penchick and Modern Monument](#) · [Tutorial](#)  
Quality: 20,949 global accepts · Rating: 800 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[lewc's solution](#)
- 6.**  
2075A  
[To Zero](#) · [Tutorial](#)  
Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[lewc's solution](#)
- 7.**  
2059A  
[Milya and Two Arrays](#) · [Tutorial](#)  
Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[lewc's solution](#)
- 8.**  
2053A  
[Tender Carpenter](#) · [Tutorial](#)  
Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math  
[lewc's solution](#)
- 9.**  
2040A  
[Game of Division](#) · [Tutorial](#)  
Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math  
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**10.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[lewc's solution](#)

**11.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
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**12.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[lewc's solution](#)

**13.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math  
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**14.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[lewc's solution](#)

**15.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**16.**

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[lewc's solution](#)

**17.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[lewc's solution](#)

**18.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings  
[lewc's solution](#)

**19.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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**20.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers  
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**21.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[lewc's solution](#)

**22.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[lewc's solution](#)

**23.**

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[lewc's solution](#)

**24.**

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
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**25.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[lewc's solution](#)

**26.**

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings  
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**27.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[lewc's solution](#)

**28.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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**29.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
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**30.**

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[lewc's solution](#)

**31.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[lewc's solution](#)

**32.**

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lewc's solution](#)

**33.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,370 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lewc's solution](#)

**34.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-09 · MS C++ 2017 (first AC) · Tags: implementation

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**35.**

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**36.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,388 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[lewc's solution](#)

**37.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[lewc's solution](#)

**38.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,029 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[lewc's solution](#)

**39.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[lewc's solution](#)

**40.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lewc's solution](#)

**41.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[lewc's solution](#)

**42.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[lewc's solution](#)

**43.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: implementation

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**44.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,327 global accepts · Rating: 800 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**45.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,525 global accepts · Rating: 800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lewc's solution](#)

**46.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[lewc's solution](#)

**47.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[lewc's solution](#)

**48.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · PyPy 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**49.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,098 global accepts · Rating: 800 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[lewc's solution](#)

**50.**

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[lewc's solution](#)

**51.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,564 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[lewc's solution](#)

**52.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[lewc's solution](#)

**53.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[lewc's solution](#)

**54.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2022-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dsu, implementation  
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**55.**

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,659 global accepts · Rating: 800 · first AC: 2022-08-09 · Python 3 (first AC) · Tags: implementation, math  
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**56.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2022-08-09 · Python 3 (first AC) · Tags: implementation  
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**57.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,765 global accepts · Rating: 800 · first AC: 2022-08-09 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**58.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,830 global accepts · Rating: 800 · first AC: 2022-08-09 · Python 3 (first AC) · Tags: implementation, strings  
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**59.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
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**60.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,189 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: data structures, implementation  
[lewc's solution](#)

**61.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,262 global accepts · Rating: 800 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
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**62.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,465 global accepts · Rating: 800 · first AC: 2022-04-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[lewc's solution](#)

**63.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,595 global accepts · Rating: 800 · first AC: 2022-04-03 · PyPy 3-64 (first AC) · Tags: implementation

[lewc's solution](#)

**64.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,796 global accepts · Rating: 800 · first AC: 2022-03-24 · Python 3 (first AC) · Tags: implementation, math

[lewc's solution](#)

**65.**

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2022-03-24 · Python 3 (first AC) · Tags: greedy

[lewc's solution](#)

**66.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,485 global accepts · Rating: 800 · first AC: 2022-03-24 · Python 3 (first AC) · Tags: greedy, implementation, math, number theory

[lewc's solution](#)

**67.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2022-03-24 · Python 3 (first AC) · Tags: math

[lewc's solution](#)

**68.**

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2021-10-29 · last AC: 2022-03-24 · Python 3 (first AC) · Tags: constructive algorithms, probabilities

[lewc's solution](#)

**69.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,304 global accepts · Rating: 800 · first AC: 2022-03-24 · Python 3 (first AC) · Tags: math

[lewc's solution](#)

**70.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · PyPy 3-64 (first AC) · Tags: greedy

[lewc's solution](#)

**71.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · PyPy 3-64 (first AC) · Tags: brute force, math

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**72.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,953 global accepts · Rating: 800 · first AC: 2022-02-27 · PyPy 3-64 (first AC) · Tags: greedy, math

[lewc's solution](#)

**73.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[lewc's solution](#)

**74.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,768 global accepts · Rating: 800 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: expression parsing, implementation  
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**75.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,132 global accepts · Rating: 800 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: greedy, sortings  
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**76.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,284 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: math  
[lewc's solution](#)

**77.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: greedy, math  
[lewc's solution](#)

**78.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: brute force, implementation  
[lewc's solution](#)

**79.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,028 global accepts · Rating: 800 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings  
[lewc's solution](#)

**80.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[lewc's solution](#)

**81.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
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**82.**

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[lewc's solution](#)

**83.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,153 global accepts · Rating: 800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**84.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,731 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: implementation, math, sortings  
[lewc's solution](#)

**85.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,122 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: brute force, implementation  
[lewc's solution](#)

**86.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: greedy, math  
[lewc's solution](#)

**87.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: greedy, implementation, math  
[lewc's solution](#)

**88.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,851 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: dp, greedy, math  
[lewc's solution](#)

**89.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: brute force, math, number theory  
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**90.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,783 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: math, number theory  
[lewc's solution](#)

**91.**

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,151 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: implementation, math  
[lewc's solution](#)

**92.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,611 global accepts · Rating: 800 · first AC: 2022-02-13 · Python 3 (first AC) · Tags: greedy, sortings  
[lewc's solution](#)

**93.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,434 global accepts · Rating: 800 · first AC: 2022-01-21 · Python 3 (first AC) · Tags: greedy, math  
[lewc's solution](#)

**94.**

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2022-01-13 · Python 3 (first AC) · Tags: constructive algorithms, strings  
[lewc's solution](#)

**95.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2022-01-09 · Python 3 (first AC) · Tags: math  
[lewc's solution](#)

**96.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,248 global accepts · Rating: 800 · first AC: 2022-01-09 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**97.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2021-12-29 · Python 3 (first AC) · Tags: implementation, math

[lewc's solution](#)

**98.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,573 global accepts · Rating: 800 · first AC: 2021-12-29 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**99.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,947 global accepts · Rating: 800 · first AC: 2021-12-29 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**100.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,813 global accepts · Rating: 800 · first AC: 2021-12-29 · last AC: 2021-12-29 · Python 3 (first AC) · Tags: math

[lewc's solution](#)

**101.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,972 global accepts · Rating: 800 · first AC: 2021-12-29 · Python 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**102.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,414 global accepts · Rating: 800 · first AC: 2021-12-29 · Python 3 (first AC) · Tags: implementation, sortings, strings

[lewc's solution](#)

**103.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,227 global accepts · Rating: 800 · first AC: 2021-12-29 · Python 3 (first AC) · Tags: brute force

[lewc's solution](#)

**104.**

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · Python 3 (first AC) · Tags: brute force, implementation, math

[lewc's solution](#)

**105.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · Python 3 (first AC) · Tags: geometry, math

[lewc's solution](#)

**106.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,436 global accepts · Rating: 800 · first AC: 2021-11-28 · PyPy 3-64 (first AC) · Tags: implementation

[lewc's solution](#)

**107.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,553 global accepts · Rating: 800 · first AC: 2021-11-28 · PyPy 3-64 (first AC) · Tags: implementation, strings  
[lewc's solution](#)

**108.**

155A

[I love \%username%\%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2021-11-28 · PyPy 3-64 (first AC) · Tags: brute force  
[lewc's solution](#)

**109.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,082 global accepts · Rating: 800 · first AC: 2021-11-27 · Python 3 (first AC) · Tags: constructive algorithms, implementation  
[lewc's solution](#)

**110.**

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-26 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy  
[lewc's solution](#)

**111.**

1328A

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

Quality: 131,929 global accepts · Rating: 800 · first AC: 2021-11-26 · PyPy 3-64 (first AC) · Tags: math  
[lewc's solution](#)

**112.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2021-11-26 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math  
[lewc's solution](#)

**113.**

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2021-11-25 · Python 3 (first AC) · Tags: greedy, implementation  
[lewc's solution](#)

**114.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2021-11-25 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**115.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math  
[lewc's solution](#)

**116.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · Python 3 (first AC) · Tags: constructive algorithms, math  
[lewc's solution](#)

**117.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2021-11-25 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**118.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,444 global accepts · Rating: 800 · first AC: 2021-11-23 · Python 3 (first AC) · Tags: implementation, math  
[lewc's solution](#)

**119.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,229 global accepts · Rating: 800 · first AC: 2021-11-23 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**120.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,170 global accepts · Rating: 800 · first AC: 2021-11-21 · Python 3 (first AC) · Tags: implementation, math  
[lewc's solution](#)

**121.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,496 global accepts · Rating: 800 · first AC: 2021-11-21 · Kotlin 1.5 (first AC) · Tags: implementation  
[lewc's solution](#)

**122.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**123.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,558 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**124.**

467A

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

Quality: 155,972 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**125.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[lewc's solution](#)

**126.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,688 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: math, probabilities  
[lewc's solution](#)

**127.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,673 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: implementation  
[lewc's solution](#)

**128.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: implementation, strings  
[lewc's solution](#)

**129.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,536 global accepts · Rating: 800 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**130.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2021-11-19 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**131.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,985 global accepts · Rating: 800 · first AC: 2021-11-16 · Python 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**132.**

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2021-11-16 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**133.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,192 global accepts · Rating: 800 · first AC: 2021-11-16 · Python 3 (first AC) · Tags: math

[lewc's solution](#)

**134.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,492 global accepts · Rating: 800 · first AC: 2021-11-10 · Python 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**135.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2021-11-10 · Python 3 (first AC) · Tags: brute force, implementation

[lewc's solution](#)

**136.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,770 global accepts · Rating: 800 · first AC: 2021-11-06 · Python 3 (first AC) · Tags: brute force

[lewc's solution](#)

**137.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,107 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[lewc's solution](#)

**138.**

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,566 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: binary search, brute force, implementation, math

[lewc's solution](#)

**139.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,839 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: greedy, implementation, two pointers

[lewc's solution](#)

**140.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,389 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: dp, greedy

[lewc's solution](#)

**141.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,255 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: brute force, implementation, math

[lewc's solution](#)

**142.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,288 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**143.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: brute force, implementation, strings

[lewc's solution](#)

**144.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,622 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**145.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,044 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**146.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,421 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[lewc's solution](#)

**147.**

112A

[Petya and Strings](#) · [Tutorial](#)

Quality: 287,310 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**148.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**149.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,070 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**150.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,542 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: \*special, implementation

[lewc's solution](#)

**151.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,788 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: greedy, math

[lewc's solution](#)

**152.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,373 global accepts · Rating: 800 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**153.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,353 global accepts · Rating: 800 · first AC: 2021-09-19 · last AC: 2021-09-19 · Python 3 (first AC) · Tags: brute force, greedy

[lewc's solution](#)

**154.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,365 global accepts · Rating: 800 · first AC: 2021-09-19 · last AC: 2021-09-19 · PyPy 3 (first AC) · Tags: strings

[lewc's solution](#)

**155.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,013 global accepts · Rating: 800 · first AC: 2021-09-19 · PyPy 3 (first AC) · Tags: brute force, math

[lewc's solution](#)

**156.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,126 global accepts · Rating: 900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[lewc's solution](#)

**157.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lewc's solution](#)

**158.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[lewc's solution](#)

**159.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, sortings

[lewc's solution](#)

**160.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lewc's solution](#)

**161.**

2013B

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

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[lewc's solution](#)

**162.**

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[lewc's solution](#)

**163.**

1972B

[Coin Games](#) · [Tutorial](#)

Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[lewc's solution](#)

**164.**

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[lewc's solution](#)

**165.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,400 global accepts · Rating: 900 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[lewc's solution](#)

**166.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[lewc's solution](#)

**167.**

1779B

[MKnezh's Constructive Forces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[lewc's solution](#)

**168.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[lewc's solution](#)

**169.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2022-07-15 · PyPy 3-64 (first AC) · Tags: \*special, implementation, interactive

[lewc's solution](#)

**170.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2021-11-20 · Python 3 (first AC) · Tags: implementation

[lewc's solution](#)

**171.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2021-10-29 · Python 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**172.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number

theory

[lewc's solution](#)

**173.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lewc's solution](#)

**174.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 1000 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[lewc's solution](#)

**175.**

2005B1

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

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[lewc's solution](#)

**176.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[lewc's solution](#)

**177.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,277 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[lewc's solution](#)

**178.**

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lewc's solution](#)

**179.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[lewc's solution](#)

**180.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[lewc's solution](#)

**181.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[lewc's solution](#)

**182.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,470 global accepts · Rating: 1000 · first AC: 2022-09-30 · Python 3 (first AC) · Tags: implementation, strings

[lewc's solution](#)

**183.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2021-12-25 · PyPy 3-64 (first AC) · Tags: math

[lewc's solution](#)

**184.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · Python 3 (first AC) · Tags: constructive algorithms

[lewc's solution](#)

**185.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[lewc's solution](#)

**186.**

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[lewc's solution](#)

**187.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[lewc's solution](#)

**188.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[lewc's solution](#)

**189.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[lewc's solution](#)

**190.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[lewc's solution](#)

**191.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[lewc's solution](#)

**192.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[lewc's solution](#)

**193.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[lewc's solution](#)

**194.**

1905B

[Beginner's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees  
[lewc's solution](#)

**195.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[lewc's solution](#)

**196.**

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  
[lewc's solution](#)

**197.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[lewc's solution](#)

**198.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings  
[lewc's solution](#)

**199.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths  
[lewc's solution](#)

**200.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: brute force, data structures, strings  
[lewc's solution](#)

**201.**

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math  
[lewc's solution](#)

**202.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[lewc's solution](#)

**203.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[lewc's solution](#)

**204.**

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[lewc's solution](#)

**205.**

2123D

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

Quality: 21,891 global accepts · Rating: 1200 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy  
[lewc's solution](#)

**206.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[lewc's solution](#)

**207.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[lewc's solution](#)

**208.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy  
[lewc's solution](#)

**209.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[lewc's solution](#)

**210.**

2005B2

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

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings  
[lewc's solution](#)

**211.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[lewc's solution](#)

**212.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory  
[lewc's solution](#)

**213.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[lewc's solution](#)

**214.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[lewc's solution](#)

**215.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[lewc's solution](#)

**216.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: implementation

[lewc's solution](#)

**217.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,614 global accepts · Rating: 1200 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[lewc's solution](#)

**218.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2022-04-03 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, sortings

[lewc's solution](#)

**219.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[lewc's solution](#)

**220.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2022-01-09 · Python 3 (first AC) · Tags: implementation, trees

[lewc's solution](#)

**221.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lewc's solution](#)

**222.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,679 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[lewc's solution](#)

**223.**

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[lewc's solution](#)

**224.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[lewc's solution](#)

**225.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[lewc's solution](#)

**226.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[lewc's solution](#)

**227.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[lewc's solution](#)

**228.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[lewc's solution](#)

**229.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[lewc's solution](#)

**230.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[lewc's solution](#)

**231.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[lewc's solution](#)

**232.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[lewc's solution](#)

**233.**

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

[lewc's solution](#)

**234.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[lewc's solution](#)

**235.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[lewc's solution](#)

**236.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[lewc's solution](#)

**237.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,847 global accepts · Rating: 1300 · first AC: 2022-07-14 · PyPy 3-64 (first AC) · Tags: binary search, implementation, math, number theory

[lewc's solution](#)

**238.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[lewc's solution](#)

**239.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-06-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[lewc's solution](#)

**240.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[lewc's solution](#)

**241.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2022-03-24 · Python 3 (first AC) · Tags: dp

[lewc's solution](#)

**242.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[lewc's solution](#)

**243.**

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[lewc's solution](#)

**244.**

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[lewc's solution](#)

**245.**

1972C

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[lewc's solution](#)

**246.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[lewc's solution](#)

**247.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[lewc's solution](#)

**248.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[lewc's solution](#)

**249.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[lewc's solution](#)

**250.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[lewc's solution](#)

**251.**

174B

[File List](#) · [Tutorial](#)

Quality: 2,515 global accepts · Rating: 1400 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[lewc's solution](#)

**252.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[lewc's solution](#)

**253.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[lewc's solution](#)

**254.**

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2022-06-12 · PyPy 3-64 (first AC) · Tags: dp

[lewc's solution](#)

**255.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2022-06-12 · PyPy 3-64 (first AC) · Tags: math, number theory

[lewc's solution](#)

**256.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2022-06-12 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[lewc's solution](#)

**257.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2022-05-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[lewc's solution](#)

**258.**

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: implementation, math, matrices

[lewc's solution](#)

**259.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2022-03-27 · PyPy 3-64 (first AC) · Tags: math, sortings, two pointers

[lewc's solution](#)

**260.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2022-03-13 · Python 3 (first AC) · Tags: brute force, implementation, math

[lewc's solution](#)

**261.**

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[lewc's solution](#)

**262.**

103994I

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

Rating: 1500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

**263.**

2146D1

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

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[lewc's solution](#)

**264.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

greedy

[lewc's solution](#)

**265.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[lewc's solution](#)

**266.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[lewc's solution](#)

**267.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[lewc's solution](#)

**268.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[lewc's solution](#)

**269.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[lewc's solution](#)

**270.**

1925C

[Did We Get Everything Covered?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[lewc's solution](#)

**271.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[lewc's solution](#)

**272.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[lewc's solution](#)

**273.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[lewc's solution](#)

**274.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, greedy, math

[lewc's solution](#)

**275.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[lewc's solution](#)

**276.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[lewc's solution](#)

**277.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[lewc's solution](#)

**278.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2022-08-05 · Python 3 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[lewc's solution](#)

**279.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2022-01-13 · Python 3 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[lewc's solution](#)

**280.**

103994D

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

Rating: 1600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

**281.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[lewc's solution](#)

**282.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[lewc's solution](#)

**283.**

1849C

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

Quality: 12,533 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[lewc's solution](#)

**284.**

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

constructive algorithms, greedy, math

[lewc's solution](#)

**285.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[lewc's solution](#)

**286.**

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[lewc's solution](#)

**287.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[lewc's solution](#)

**288.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[lewc's solution](#)

**289.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[lewc's solution](#)

**290.**

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[lewc's solution](#)

**291.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,624 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[lewc's solution](#)

**292.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lewc's solution](#)

**293.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[lewc's solution](#)

**294.**

2159A

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

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[lewc's solution](#)

## 295.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[lewc's solution](#)

## 296.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[lewc's solution](#)

## 297.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[lewc's solution](#)

## 298.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[lewc's solution](#)

## 299.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[lewc's solution](#)

## 300.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[lewc's solution](#)

## 301.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[lewc's solution](#)

## 302.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[lewc's solution](#)

## 303.

1984C2

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

Quality: 8,692 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[lewc's solution](#)

**304.**

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[lewc's solution](#)

**305.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[lewc's solution](#)

**306.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math  
[lewc's solution](#)

**307.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math  
[lewc's solution](#)

**308.**

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[lewc's solution](#)

**309.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[lewc's solution](#)

**310.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers  
[lewc's solution](#)

**311.**

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy  
[lewc's solution](#)

**312.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities  
[lewc's solution](#)

**313.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation  
[lewc's solution](#)

**314.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[lewc's solution](#)

**315.**

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

[lewc's solution](#)

**316.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[lewc's solution](#)

**317.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[lewc's solution](#)

**318.**

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[lewc's solution](#)

**319.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[lewc's solution](#)

**320.**

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[lewc's solution](#)

**321.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[lewc's solution](#)

**322.**

1851F

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

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[lewc's solution](#)

**323.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[lewc's solution](#)

**324.**

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 1800 · first AC: 2022-08-10 · PyPy 3-64 (first AC) · Tags: binary search, dp, graphs

[lewc's solution](#)

**325.**

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2022-03-23 · Python 3 (first AC) · Tags: \*special, probabilities

[lewc's solution](#)

**326.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[lewc's solution](#)

**327.**

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

**328.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[lewc's solution](#)

**329.**

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[lewc's solution](#)

**330.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[lewc's solution](#)

**331.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[lewc's solution](#)

**332.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[lewc's solution](#)

**333.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[lewc's solution](#)

**334.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[lewc's solution](#)

**335.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[lewc's solution](#)

**336.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[lewc's solution](#)

**337.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[lewc's solution](#)

**338.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[lewc's solution](#)

**339.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[lewc's solution](#)

**340.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[lewc's solution](#)

**341.**

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[lewc's solution](#)

**342.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[lewc's solution](#)

**343.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[lewc's solution](#)

**344.**

1902E

[Collapsing Strings](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees  
[lewc's solution](#)

**345.**

1891D

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

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
[lewc's solution](#)

**346.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math  
[lewc's solution](#)

**347.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[lewc's solution](#)

**348.**

1759G

[Restore the Permutation](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[lewc's solution](#)

**349.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2022-08-08 · PyPy 3-64 (first AC) · Tags: games, greedy  
[lewc's solution](#)

**350.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math  
[lewc's solution](#)

**351.**

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy  
[lewc's solution](#)

**352.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math  
[lewc's solution](#)

**353.**

2085D

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

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy  
[lewc's solution](#)

**354.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[lewc's solution](#)

**355.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[lewc's solution](#)

**356.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[lewc's solution](#)

**357.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[lewc's solution](#)

**358.**

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[lewc's solution](#)

**359.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[lewc's solution](#)

**360.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[lewc's solution](#)

**361.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[lewc's solution](#)

**362.**

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[lewc's solution](#)

**363.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[lewc's solution](#)

**364.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[lewc's solution](#)

**365.**

2151E

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

Rating: 2100 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy

[lewc's solution](#)

**366.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[lewc's solution](#)

**367.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[lewc's solution](#)

**368.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[lewc's solution](#)

**369.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[lewc's solution](#)

**370.**

2031E

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

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[lewc's solution](#)

**371.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[lewc's solution](#)

**372.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[lewc's solution](#)

**373.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[lewc's solution](#)

**374.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[lewc's solution](#)

**375.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2023-08-02 · Clang++20 Diagnostics (first AC) · Tags: dp, geometry

[lewc's solution](#)

**376.**

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[lewc's solution](#)

**377.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[lewc's solution](#)

**378.**

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[lewc's solution](#)

**379.**

2085E

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

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[lewc's solution](#)

**380.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[lewc's solution](#)

**381.**

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-08-10 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[lewc's solution](#)

**382.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[lewc's solution](#)

**383.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[lewc's solution](#)

**384.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[lewc's solution](#)

**385.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,645 global accepts · Rating: 2300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[lewc's solution](#)

**386.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[lewc's solution](#)

**387.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[lewc's solution](#)

**388.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[lewc's solution](#)

**389.**

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, math

[lewc's solution](#)

**390.**

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[lewc's solution](#)

**391.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[lewc's solution](#)

**392.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[lewc's solution](#)

**393.**

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

**394.**

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

**395.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[lewc's solution](#)

**396.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[lewc's solution](#)

**397.**

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[lewc's solution](#)

**398.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-21 · last AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[lewc's solution](#)

**399.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-01 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[lewc's solution](#)

**400.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[lewc's solution](#)

**401.**

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[lewc's solution](#)

**402.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[lewc's solution](#)

**403.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[lewc's solution](#)

**404.**

2159D1

[Inverse Minimum Partition \(Easy Version\) · Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[lewc's solution](#)

**405.**

2081B

[Balancing · Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[lewc's solution](#)

**406.**

1990E1

[Catch the Mole\(Easy Version\) · Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[lewc's solution](#)

**407.**

1045A

[Last chance · Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[lewc's solution](#)

**408.**

1891E

[Brukhovich and Exams · Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[lewc's solution](#)

**409.**

2151G1

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

Rating: 2600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math

[lewc's solution](#)

**410.**

2150E1

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[lewc's solution](#)

**411.**

87E

[Mogohu-Rea Idol · Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[lewc's solution](#)

**412.**

2081D

[MST in Modulo Graph · Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[lewc's solution](#)

**413.**

1990E2

[Catch the Mole\(Hard Version\) · Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-03-14 · last AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[lewc's solution](#)

**414.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures  
[lewc's solution](#)

**415.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp  
[lewc's solution](#)

**416.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2026-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, trees  
[lewc's solution](#)

**417.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu  
[lewc's solution](#)

**418.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, communication, interactive  
[lewc's solution](#)

**419.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[lewc's solution](#)

**420.**

104730F

[Split](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**421.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 2700 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry  
[lewc's solution](#)

**422.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees  
[lewc's solution](#)

**423.**

2155F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees  
[lewc's solution](#)

**424.**

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[lewc's solution](#)

**425.**

1279F

[New Year and Handle Change · Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[lewc's solution](#)

**426.**

163E

[e-Government · Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-08-11 · MS C++ 2017 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[lewc's solution](#)

**427.**

724E

[Goods transportation · Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[lewc's solution](#)

**428.**

1063E

[Lasers and Mirrors · Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[lewc's solution](#)

**429.**

2159D2

[Inverse Minimum Partition \(Hard Version\) · Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[lewc's solution](#)

**430.**

2160G2

[Inverse Minimum Partition \(Hard Version\) · Tutorial](#)

Rating: 3200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[lewc's solution](#)

**431.**

103994L

[N Machines · Tutorial](#)

Rating: 3300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

**432.**

2080D

[Order Statistics · Tutorial](#)

Quality: 47 global accepts · Rating: 3400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search

[lewc's solution](#)

**433.**

2214J

[Special Problem · Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive

[lewc's solution](#)

434.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special  
[lewc's solution](#)

435.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings  
[lewc's solution](#)

436.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings  
[lewc's solution](#)

437.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, graph matchings, implementation  
[lewc's solution](#)

438.

103984G

[A@D&kCäCC4>C`LCÔDò ;Cä<C =C O](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

439.

103984H

[B\\$@A C,,;CD8CÔ3](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

440.

103984J

[Split and sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

441.

103984B

[BDMC|A AÔLDä7](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

442.

103984I

[B\\$utorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

443.

103984F

[AôD|OCB 2Câ 2D 5CÄO DtCCÄK](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

444.

103984C

[AäBCr|D >Dt=D´9 DÔBC ?](#)

Rating: — · first AC: 2025-10-22 · PyPy 3-64 (first AC) · Tags: —  
[lewc's solution](#)

445.

103984E

[Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · PyPy 3-64 (first AC) · Tags: —

[lewc's solution](#)

446.

103369G

[AD2CRACä@D\\$8D >C\\$:C€](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

447.

103369H

[ATICR>@D=C 8C4@C A DD8D,,;C <C€](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

448.

103369F

[Difficult mountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

449.

103369D

[Aä?D\\$8CÄ0C`LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

450.

103369C

[Aö>CÓQD" =C 4 Cä7CT@Cä<](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

451.

103369E

[Aä=0íOGT=-C#CD A Cò> DD8Ct:D4;DÄBD4@CP](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

452.

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

453.

103369I

[B\\$@D4CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

454.

103369J

[AD5D\\$A0086' AC 4C,,; <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

455.

103369B

[B4=C,;GD\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

456.

105972B

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

457.

105972I

[A 0 0 1 8 C Ä 8 C Ö >](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

458.

105972H

[A 0 0 0 0 C ö : C 0 C > C Ö 5 C Ä 5 C Ö B C](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

459.

105972M

[Madoka and The Olympiad in Novosibirsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

460.

105972D

[A 5 C a F C . , 8 C " \\$ 6 T a 5 T •](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

461.

105972L

[Sasha and the Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

462.

105972F

[A ö U D \\$ 5 D , 5 D B C \\$ 8 C R ? C ä C C Ö 8 C \\$ 5 D A C , , B C T B D 0](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

463.

105972G

[A 5 0 0 0 C 0 D = C O D 0 C > D \\$ 0 D ? C < D ö B D Ä N](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

464.

105972E

[B 0 C ä a C 5 D \\$ K - D 0 C Ä > C 5 D \\$ K](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

465.

105972J

[B , , U D T a C B C Ö > C R A C ä 1 C T A C T 4 C ä 2 C = C , , 5](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

466.

105972A

[Photos in Flight](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

467.

105972C

[Bitwise Characteristic of a Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

468.

103994A

[BD00f1aD,,8C\\$0Dò AD\\$>Cò:C](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

469.

103994J

[A@DòkCäCC4>C`LCÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

470.

103994G

[Split sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

471.

103994H

[A Dò:5CÔ:C€](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

472.

103994B

[A`QDò:0C, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

473.

103994K

[AÔ5Dò:0D BC,,@D49](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

474.

103994E

[B`TCä:0D BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

475.

104730A

[B4=0,C ;DÄ=C O Cò5D =Dö](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

476.

104730H

[A@D00:0 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

477.

102185A

[AÄD0C\\$LC,,=D`9 CD5D 0CÔB](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

**478.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry  
[lewc's solution](#)

**479.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, binary search, dfs and similar, math  
[lewc's solution](#)

**480.**

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special  
[lewc's solution](#)

**481.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-04 · PyPy 3-64 (first AC) · Tags: \*special, binary search, brute force  
[lewc's solution](#)

**482.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, games, interactive  
[lewc's solution](#)

**483.**

2095F

[IS Cæb 0B \\$a bICVØ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, math  
[lewc's solution](#)

**484.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, number theory  
[lewc's solution](#)

**485.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, geometry  
[lewc's solution](#)

**486.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: \*special, string suffix structures  
[lewc's solution](#)

**487.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force  
[lewc's solution](#)

**488.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2025-03-31 · PyPy 3-64 (first AC) · Tags: \*special, implementation  
[lewc's solution](#)

**489.**

105537C

[Capybara Cozy Carnival](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**490.**

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**491.**

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**492.**

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**493.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**494.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**495.**

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**496.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**497.**

102396J

[Superpermutations](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**498.**

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**499.**

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**500.**

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**501.**

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**502.**

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**503.**

102396E

[Unique Solution](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**504.**

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**505.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**506.**

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**507.**

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**508.**

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**509.**

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

**510.**

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[lewc's solution](#)

511.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

512.

100599J

[AD@D46CT;Dä1CÔKC' 8CÔBCT@DD5C"A](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

513.

100599I

[B2 ;Dä1Cä9 CÄ0C48C, 5D BDÄ AC\\$>Dò FCT=C](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

514.

100599A

[Amber Ball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[lewc's solution](#)

515.

100599G

[B\\$Cöid4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[lewc's solution](#)

516.

100599F

[B.@CT4C,,7CT<DÄ5 C" >Cö0D =CäAD\\$8](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

517.

100599E

[A..ED\\$C';CT:D\\$CC ;DÄ=D'9 CäBCöCD :](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

518.

100599H

[Bö7Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

519.

100599D

[AÖ×CS>D 5C'LCP](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

520.

100599B

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

521.

100599C

[B>DdsCö@CäA](#)

Rating: — · first AC: 2024-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[lewc's solution](#)

522.

101979B

[A5CÔDCTBD² 4CTBDô<](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

523.

101979J

[A:0015D|K C, 7CT@C#0C'0](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

524.

101979G

[A CD 3CT@D² 2 <TMcDuck's>>](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

525.

101979H

[Aô5D\\$5D 1D4@C3ô](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

526.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

527.

101979K

[A 10C 8D 8CÔB](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

528.

101979I

[A4=Cä<D&A D,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

529.

101979L

[AD8Cô|Cä<D°](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

530.

101979D

[Aô>CDA\\$@Cä:C, ?Cä4Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$5C•](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

531.

101979F

[B4@C2CÔ5CÔ8Dò <C BCT<C BC,,GCTAC#>C' <C 3C,,8](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

532.

101979C

[AäE 1D46 DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2024-10-08 · last AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[lewc's solution](#)

533.

102375K

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[lewc's solution](#)

534.

102375J

[C&C++ Tutorial: C++20 \(GCC 13-64\) \(first AC\) · Tags: —](#)  
[lewc's solution](#)

535.

102375I

[C&C++ Tutorial: C++20 \(GCC 13-64\) \(first AC\) · Tags: —](#)  
[lewc's solution](#)

536.

102375H

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[lewc's solution](#)

537.

102375G

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538.

102375F

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[lewc's solution](#)

539.

102375E

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[lewc's solution](#)

540.

102375D

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541.

102375C

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[lewc's solution](#)

542.

102375B

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543.

102375A

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**544.**

101573I

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**545.**

101573E

[Ugly Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**546.**

101573G

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Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**547.**

101573H

[Array Test](#) · [Tutorial](#)

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[lewc's solution](#)

**548.**

101573F

[Robot in the Maze](#) · [Tutorial](#)

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[lewc's solution](#)

**549.**

101573D

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**550.**

101573B

[Interactor](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

**551.**

101573C

[Signals in the Space](#) · [Tutorial](#)

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**552.**

101573A

[Problem Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

**553.**

102399F

[XOR D, 800 @ Cä2C =C,,5](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

**554.**

102399E

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Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

555.

102399K

[B15D5C60D,,:C](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

556.

102399J

[A5C0aD4@D :CäBC,,:Cä2](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

557.

102399B

[A:8Dt=CäAD\\$L D,,8D >C#8DR 2Ct3C´OCD>C](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

558.

102399C

[A,,2C#D4HC#0-CD CD 0Dt>Cç 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

559.

102399D

[AD5D#C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

560.

102399H

[BD>C#CD A CD5C´5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

561.

102399L

[AD>DriC4>C' HC#0D@](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

562.

102399G

[B5C#kCR BCäGC#8](#)

Rating: — · first AC: 2024-09-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[lewc's solution](#)

563.

102185G

[A48DriDô=CD0](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lewc's solution](#)

564.

102185D

[AT2DriC\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lewc's solution](#)

565.

102185H

[LOCALC++ · Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[lewc's solution](#)

566.

102185E

[BTDGÖO](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[lewc's solution](#)

567.

102185J

[A5D<C`5CÔ8CR :D >C#>CD8C`>C](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[lewc's solution](#)

568.

102185F

[B\\$DÖf!e!C`8CÄ8D](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[lewc's solution](#)

569.

102185B

[BD8C#AC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[lewc's solution](#)

570.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2022-08-05 · PyPy 3-64 (first AC) · Tags: \*special, implementation

[lewc's solution](#)

571.

103810C

[BDÖD#CTB](#)

Rating: — · first AC: 2022-07-15 · PyPy 3-64 (first AC) · Tags: —

[lewc's solution](#)

572.

103810B

[AÖD#D`9 D\\$ÖCÔ5D`](#)

Rating: — · first AC: 2022-07-14 · PyPy 3-64 (first AC) · Tags: —

[lewc's solution](#)

573.

1033852

[A4ÖD#C#8](#)

Rating: — · first AC: 2022-01-13 · Python 3 (first AC) · Tags: —

[lewc's solution](#)

574.

1033855

[A,,D\\$5D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2022-01-13 · Python 3 (first AC) · Tags: —

[lewc's solution](#)

575.

1033854

[A7D4GCT=C,,5 D,,0DT<C BC <](#)

Rating: — · first AC: 2022-01-13 · Python 3 (first AC) · Tags: —

[lewc's solution](#)

576.

1033853

[A#ÖÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2022-01-13 · Python 3 (first AC) · Tags: —

[lewc's solution](#)

**577.**

1033851

[AaBbCcD :](#)

Rating: — · first AC: 2022-01-13 · Python 3 (first AC) · Tags: —

[lewc's solution](#)

**578.**

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · Python 3 (first AC) · Tags: \*special

[lewc's solution](#)

**579.**

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · Python 3 (first AC) · Tags: \*special

[lewc's solution](#)

**580.**

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · Kotlin 1.5 (first AC) · Tags: \*special

[lewc's solution](#)

**581.**

1033832

[A<B D\\$ OC\\$HCT5D O Dt8D ;Cà](#)

Rating: — · first AC: 2021-11-03 · Python 3 (first AC) · Tags: —

[lewc's solution](#)

**582.**

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · Python 3 (first AC) · Tags: \*special

[lewc's solution](#)