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Unique solved — mhy908

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

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

Filters: none

Count: 312

1.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[mhy908's solution](#)

2.

2038N

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

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: implementation

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3.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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4.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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5.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

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6.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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7.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

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8.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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9.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

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10.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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11.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory
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12.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, number theory
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13.

1307A

[Cow and Haybales](#) · [Tutorial](#)

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14.

1303A

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15.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

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16.

1194A

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Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math
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17.

1191A

[Tokitsukaze and Enhancement](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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18.

1189A

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19.

1185A

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Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math
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20.

1951A

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Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[mhy908's solution](#)

21.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,548 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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22.

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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23.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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24.

1206B

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Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
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25.

1197A

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Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
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26.

1187A

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27.

1916B

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Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
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28.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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29.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
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30.

1312B

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Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
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31.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[mhy908's solution](#)

32.

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math
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33.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[mhy908's solution](#)

34.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[mhy908's solution](#)

35.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[mhy908's solution](#)

36.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[mhy908's solution](#)

37.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[mhy908's solution](#)

38.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings
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39.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[mhy908's solution](#)

40.

1189B

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41.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
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42.

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

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43.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[mhy908's solution](#)

44.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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45.

1191B

[Tokitsukaze and Mahjong](#) · [Tutorial](#)

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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46.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[mhy908's solution](#)

47.

1185B

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Quality: 14,223 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[mhy908's solution](#)

48.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[mhy908's solution](#)

49.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[mhy908's solution](#)

50.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[mhy908's solution](#)

51.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[mhy908's solution](#)

52.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[mhy908's solution](#)

53.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[mhy908's solution](#)

54.

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[mhy908's solution](#)

55.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[mhy908's solution](#)

56.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[mhy908's solution](#)

57.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
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58.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[mhy908's solution](#)

59.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, two pointers
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60.

2038C

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Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings
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61.

1965A

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[mhy908's solution](#)

62.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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63.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
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64.

1696C

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

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65.

1312C

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Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[mhy908's solution](#)

66.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[mhy908's solution](#)

67.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[mhy908's solution](#)

68.

1215B

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

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[mhy908's solution](#)

69.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[mhy908's solution](#)

70.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[mhy908's solution](#)

71.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[mhy908's solution](#)

72.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[mhy908's solution](#)

73.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[mhy908's solution](#)

74.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
[mhy908's solution](#)

75.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[mhy908's solution](#)

76.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[mhy908's solution](#)

77.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[mhy908's solution](#)

78.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings
[mhy908's solution](#)

79.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mhy908's solution](#)

80.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[mhy908's solution](#)

81.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[mhy908's solution](#)

82.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation
[mhy908's solution](#)

83.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[mhy908's solution](#)

84.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[mhy908's solution](#)

85.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

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86.

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

[mhy908's solution](#)

87.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math

[mhy908's solution](#)

88.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[mhy908's solution](#)

89.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[mhy908's solution](#)

90.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[mhy908's solution](#)

91.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[mhy908's solution](#)

92.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[mhy908's solution](#)

93.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[mhy908's solution](#)

94.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[mhy908's solution](#)

95.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[mhy908's solution](#)

96.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[mhy908's solution](#)

97.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[mhy908's solution](#)

98.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[mhy908's solution](#)

99.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[mhy908's solution](#)

100.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[mhy908's solution](#)

101.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[mhy908's solution](#)

102.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[mhy908's solution](#)

103.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[mhy908's solution](#)

104.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[mhy908's solution](#)

105.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[mhy908's solution](#)

106.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[mhy908's solution](#)

107.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs

[mhy908's solution](#)

108.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[mhy908's solution](#)

109.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[mhy908's solution](#)

110.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[mhy908's solution](#)

111.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[mhy908's solution](#)

112.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[mhy908's solution](#)

113.

1191F

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[mhy908's solution](#)

114.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[mhy908's solution](#)

115.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[mhy908's solution](#)

116.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[mhy908's solution](#)

117.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[mhy908's solution](#)

118.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[mhy908's solution](#)

119.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[mhy908's solution](#)

120.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[mhy908's solution](#)

121.

2006C

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

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

[mhy908's solution](#)

122.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[mhy908's solution](#)

123.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[mhy908's solution](#)

124.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[mhy908's solution](#)

125.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[mhy908's solution](#)

126.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[mhy908's solution](#)

127.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[mhy908's solution](#)

128.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[mhy908's solution](#)

129.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[mhy908's solution](#)

130.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[mhy908's solution](#)

131.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[mhy908's solution](#)

132.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[mhy908's solution](#)

133.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[mhy908's solution](#)

134.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[mhy908's solution](#)

135.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[mhy908's solution](#)

136.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[mhy908's solution](#)

137.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[mhy908's solution](#)

138.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,981 global accepts · Rating: — · first AC: 2026-04-26 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[mhy908's solution](#)

139.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: — · first AC: 2026-04-26 · last AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[mhy908's solution](#)

140.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

141.

105677F

[Yaxchilán Maze](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

142.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

143.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

144.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

145.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

146.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

147.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · PyPy 3-64 (first AC) · Tags: —
[mhy908's solution](#)

148.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-21 · PyPy 3-64 (first AC) · Tags: —
[mhy908's solution](#)

149.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

150.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · PyPy 3-64 (first AC) · Tags: —
[mhy908's solution](#)

151.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

152.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

153.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

154.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · PyPy 3-64 (first AC) · Tags: —
[mhy908's solution](#)

155.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

156.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

157.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

158.

105383L

[Lexicopolis](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

159.

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

160.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

161.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

162.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

163.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

164.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

165.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

166.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

167.

105544J

[Lead Time Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

168.

105544L

[Nine Never](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

169.

105544C

[Where the Lantern Lights are Dimming](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

170.

105544E

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

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

171.

105544D

[Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

172.

105544B

[Recurring Decimal to Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

173.

105544H

[Bank Deposit Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —
[mhy908's solution](#)

174.

105544F

[Baker's Dilemma](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

175.

105544A

[Counterfeit Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

176.

105544M

[Task scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · PyPy 3-64 (first AC) · Tags: —
[mhy908's solution](#)

177.

105505I

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

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

178.

105505B

[Biketopia's Cyclic Track](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

179.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

180.

105505H

[Heraclosures](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

181.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

182.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

183.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

184.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

185.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

186.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

187.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

188.

104873H

[Halves Not Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

189.

104873F

[Forgotten Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

190.

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

191.

104873D

[Distinct Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

192.

104873L

[LED-led Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

193.

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

194.

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

195.

104873I

[Interactive Array Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

196.

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

197.

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

198.

104873E

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

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

199.

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

200.

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

201.

105444B

[Big Brother](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

202.

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

203.

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

204.

105444M

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

205.

105444G

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

206.

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

207.

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

208.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

209.

104871I

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

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

210.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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211.

104871G

[Going to the Moon](#) · [Tutorial](#)

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212.

104871H

[Human Resources](#) · [Tutorial](#)

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213.

104871K

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214.

104871B

[Ball Passing](#) · [Tutorial](#)

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215.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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216.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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217.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

218.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: —

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219.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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220.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

221.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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222.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

223.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

224.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

225.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

226.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

227.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

228.

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

229.

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

230.

104874D

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

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[mhy908's solution](#)

231.

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[mhy908's solution](#)

232.

104874H

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

Rating: — · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

233.

104874J

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

Rating: — · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

234.

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

235.

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

236.

104874M

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

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

237.

104874A

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

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

238.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

239.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

240.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

241.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

242.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

243.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

244.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

245.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

246.

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

247.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[mhy908's solution](#)

248.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

249.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

250.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

251.

104832I

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

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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252.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

253.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

254.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

255.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

256.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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257.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

258.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

259.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

260.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

261.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

262.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

263.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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264.

104670I

[Intact Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

265.

104670F

[Fortune From Folly](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

266.

104670C

[Customs Controls](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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267.

104670D

[Deceptive Directions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

268.

104670J

[Joint Jog Jam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

269.

104670G

[Grazed Grains](#) · [Tutorial](#)

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[mhy908's solution](#)

270.

104670L

[Locust Locus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

271.

104670A

[Antenna Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

272.

104670K

[Knot Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

273.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

274.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

275.

104619D

[Divide a Convex](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

276.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

277.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

278.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

279.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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280.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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281.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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282.

104619L

[Location, Location, Location](#) · [Tutorial](#)

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[mhy908's solution](#)

283.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

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284.

103102K

[Codenames](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

285.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · last AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

286.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

287.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

288.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

289.

103102I

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

Rating: — · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

290.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

291.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

292.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

293.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

294.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

295.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

296.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

297.

103990D

[Distance and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

298.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[mhy908's solution](#)

299.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

300.

103990C

[Correct](#) · [Tutorial](#)

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

[mhy908's solution](#)

301.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

302.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

303.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

304.

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

305.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

306.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

307.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

308.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

309.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · PyPy 3-64 (first AC) · Tags: —

[mhy908's solution](#)

310.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[mhy908's solution](#)

311.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[mhy908's solution](#)

312.

102538G

[Giant Penguin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[mhy908's solution](#)