

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

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# Unique solved — minstdfx

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

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

Filters: none

Count: 449

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,674 global accepts · Rating: 800 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[minstdfx's solution](#)

2.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[minstdfx's solution](#)

3.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,740 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[minstdfx's solution](#)

4.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[minstdfx's solution](#)

5.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[minstdfx's solution](#)

6.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

[minstdfx's solution](#)

7.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[minstdfx's solution](#)

8.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[minstdfx's solution](#)

9.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math, number theory

[minstdfx's solution](#)

**10.**

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[minstdfx's solution](#)

**11.**

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[minstdfx's solution](#)

**12.**

1899A

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

Quality: 92,810 global accepts · Rating: 800 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[minstdfx's solution](#)

**13.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[minstdfx's solution](#)

**14.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[minstdfx's solution](#)

**15.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,634 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[minstdfx's solution](#)

**16.**

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[minstdfx's solution](#)

**17.**

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[minstdfx's solution](#)

**18.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[minstdfx's solution](#)

**19.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[minstdfx's solution](#)

**20.**

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[minstdfx's solution](#)

**21.**

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[minstdfx's solution](#)

**22.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[minstdfx's solution](#)

**23.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[minstdfx's solution](#)

**24.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,994 global accepts · Rating: 800 · first AC: 2019-07-30 · Python 2 (first AC) · Tags: brute force, math

[minstdfx's solution](#)

**25.**

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force

[minstdfx's solution](#)

**26.**

233A

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

Quality: 49,154 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: implementation, math

[minstdfx's solution](#)

**27.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: \*special, implementation

[minstdfx's solution](#)

**28.**

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: math

[minstdfx's solution](#)

**29.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: implementation, strings

[minstdfx's solution](#)

**30.**

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 800 · first AC: 2019-06-09 · GNU C++11 (first AC) · Tags: implementation

[minstdfx's solution](#)

**31.**

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[minstdfx's solution](#)

**32.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: greedy

[minstdfx's solution](#)

**33.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,588 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[minstdfx's solution](#)

**34.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[minstdfx's solution](#)

**35.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[minstdfx's solution](#)

**36.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[minstdfx's solution](#)

**37.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: brute force, geometry

[minstdfx's solution](#)

**38.**

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[minstdfx's solution](#)

**39.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[minstdfx's solution](#)

**40.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: implementation

[minstdfx's solution](#)

**41.**

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: implementation, math  
[minstdfx's solution](#)

**42.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[minstdfx's solution](#)

**43.**

2147B

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

Quality: 16,976 global accepts · Rating: 1000 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[minstdfx's solution](#)

**44.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[minstdfx's solution](#)

**45.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[minstdfx's solution](#)

**46.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[minstdfx's solution](#)

**47.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[minstdfx's solution](#)

**48.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[minstdfx's solution](#)

**49.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[minstdfx's solution](#)

**50.**

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[minstdfx's solution](#)

**51.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,465 global accepts · Rating: 1000 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: implementation, strings

[minstdfx's solution](#)

**52.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-07-01 · GNU C++11 (first AC) · Tags: dp, math  
[minstdfx's solution](#)

**53.**

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, math  
[minstdfx's solution](#)

**54.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: sortings  
[minstdfx's solution](#)

**55.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1000 · first AC: 2019-06-07 · PyPy 3 (first AC) · Tags: implementation, math  
[minstdfx's solution](#)

**56.**

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[minstdfx's solution](#)

**57.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,001 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[minstdfx's solution](#)

**58.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[minstdfx's solution](#)

**59.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[minstdfx's solution](#)

**60.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,880 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[minstdfx's solution](#)

**61.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory  
[minstdfx's solution](#)

**62.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[minstdfx's solution](#)

**63.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[minstdfx's solution](#)

**64.**

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[minstdfx's solution](#)

**65.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: implementation  
[minstdfx's solution](#)

**66.**

2196A

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

Quality: 15,837 global accepts · Rating: 1200 · first AC: 2026-02-17 · Python 3 (first AC) · Tags: games, math  
[minstdfx's solution](#)

**67.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[minstdfx's solution](#)

**68.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,998 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings  
[minstdfx's solution](#)

**69.**

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp  
[minstdfx's solution](#)

**70.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy  
[minstdfx's solution](#)

**71.**

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[minstdfx's solution](#)

**72.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,814 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[minstdfx's solution](#)

**73.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy  
[minstdfx's solution](#)

**74.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[minstdfx's solution](#)

**75.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy  
[minstdfx's solution](#)

**76.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation  
[minstdfx's solution](#)

**77.**

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: —  
[minstdfx's solution](#)

**78.**

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search  
[minstdfx's solution](#)

**79.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings  
[minstdfx's solution](#)

**80.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[minstdfx's solution](#)

**81.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[minstdfx's solution](#)

**82.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,399 global accepts · Rating: 1300 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[minstdfx's solution](#)

**83.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[minstdfx's solution](#)

**84.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[minstdfx's solution](#)

**85.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[minstdfx's solution](#)

**86.**

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[minstdfx's solution](#)

**87.**

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[minstdfx's solution](#)

**88.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2019-08-05 · Python 3 (first AC) · Tags: combinatorics, math

[minstdfx's solution](#)

**89.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,533 global accepts · Rating: 1300 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[minstdfx's solution](#)

**90.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[minstdfx's solution](#)

**91.**

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 1300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[minstdfx's solution](#)

**92.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,719 global accepts · Rating: 1400 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[minstdfx's solution](#)

**93.**

2067D

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

Rating: 1400 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive  
[minstdfx's solution](#)

**94.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings  
[minstdfx's solution](#)

**95.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[minstdfx's solution](#)

**96.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
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**97.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: math, number theory  
[minstdfx's solution](#)

**98.**

1191C

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

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation  
[minstdfx's solution](#)

**99.**

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: implementation, math  
[minstdfx's solution](#)

**100.**

233B

[Non-square Equation](#) · [Tutorial](#)

Quality: 8,284 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math  
[minstdfx's solution](#)

**101.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers  
[minstdfx's solution](#)

**102.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers  
[minstdfx's solution](#)

**103.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[minstdfx's solution](#)

**104.**

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,734 global accepts · Rating: 1500 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[minstdfx's solution](#)

**105.**

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[minstdfx's solution](#)

**106.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[minstdfx's solution](#)

**107.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[minstdfx's solution](#)

**108.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[minstdfx's solution](#)

**109.**

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[minstdfx's solution](#)

**110.**

2196B

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

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[minstdfx's solution](#)

**111.**

2061D

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

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[minstdfx's solution](#)

**112.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,962 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[minstdfx's solution](#)

**113.**

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[minstdfx's solution](#)

**114.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[minstdfx's solution](#)

**115.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[minstdfx's solution](#)

**116.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[minstdfx's solution](#)

**117.**

1754D

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

Rating: 1600 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[minstdfx's solution](#)

**118.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[minstdfx's solution](#)

**119.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2019-08-18 · Python 3 (first AC) · Tags: greedy, math

[minstdfx's solution](#)

**120.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[minstdfx's solution](#)

**121.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,748 global accepts · Rating: 1600 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: math, number theory

[minstdfx's solution](#)

**122.**

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[minstdfx's solution](#)

**123.**

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[minstdfx's solution](#)

**124.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, implementation, math

[minstdfx's solution](#)

**125.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[minstdfx's solution](#)

**126.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[minstdfx's solution](#)

**127.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[minstdfx's solution](#)

**128.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[minstdfx's solution](#)

**129.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[minstdfx's solution](#)

**130.**

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2025-07-04 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[minstdfx's solution](#)

**131.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[minstdfx's solution](#)

**132.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[minstdfx's solution](#)

**133.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[minstdfx's solution](#)

**134.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[minstdfx's solution](#)

### 135.

1743D

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

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[minstdfx's solution](#)

### 136.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: implementation

[minstdfx's solution](#)

### 137.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: \*special, graph matchings, implementation, trees

[minstdfx's solution](#)

### 138.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2019-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[minstdfx's solution](#)

### 139.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2019-06-08 · GNU C++11 (first AC) · Tags: \*special, implementation

[minstdfx's solution](#)

### 140.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2019-06-05 · PyPy 2 (first AC) · Tags: \*special

[minstdfx's solution](#)

### 141.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[minstdfx's solution](#)

### 142.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[minstdfx's solution](#)

### 143.

2196C1

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

Quality: 3,596 global accepts · Rating: 1800 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[minstdfx's solution](#)

### 144.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

dp, graphs, trees

[minstdfx's solution](#)

**145.**

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[minstdfx's solution](#)

**146.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[minstdfx's solution](#)

**147.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[minstdfx's solution](#)

**148.**

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[minstdfx's solution](#)

**149.**

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[minstdfx's solution](#)

**150.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[minstdfx's solution](#)

**151.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[minstdfx's solution](#)

**152.**

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[minstdfx's solution](#)

**153.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[minstdfx's solution](#)

**154.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[minstdfx's solution](#)

**155.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2019-06-05 · PyPy 2 (first AC) · Tags: \*special

[minstdfx's solution](#)

**156.**

2196C2

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

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[minstdfx's solution](#)

**157.**

2178E

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

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

[minstdfx's solution](#)

**158.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[minstdfx's solution](#)

**159.**

2135C

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

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[minstdfx's solution](#)

**160.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[minstdfx's solution](#)

**161.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[minstdfx's solution](#)

**162.**

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[minstdfx's solution](#)

**163.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[minstdfx's solution](#)

**164.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures

[minstdfx's solution](#)

**165.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[minstdfx's solution](#)

**166.**

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[minstdfx's solution](#)

**167.**

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

[minstdfx's solution](#)

**168.**

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: \*special, brute force, implementation

[minstdfx's solution](#)

**169.**

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[minstdfx's solution](#)

**170.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, games, greedy

[minstdfx's solution](#)

**171.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[minstdfx's solution](#)

**172.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[minstdfx's solution](#)

**173.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[minstdfx's solution](#)

**174.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[minstdfx's solution](#)

**175.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[minstdfx's solution](#)

**176.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[minstdfx's solution](#)

**177.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[minstdfx's solution](#)

**178.**

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: \*special  
[minstdfx's solution](#)

**179.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar  
[minstdfx's solution](#)

**180.**

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees  
[minstdfx's solution](#)

**181.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[minstdfx's solution](#)

**182.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[minstdfx's solution](#)

**183.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math  
[minstdfx's solution](#)

**184.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[minstdfx's solution](#)

**185.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[minstdfx's solution](#)

**186.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[minstdfx's solution](#)

**187.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[minstdfx's solution](#)

**188.**

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[minstdfx's solution](#)

**189.**

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

[minstdfx's solution](#)

**190.**

1824B2

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

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[minstdfx's solution](#)

**191.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[minstdfx's solution](#)

**192.**

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[minstdfx's solution](#)

**193.**

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: fft, number theory

[minstdfx's solution](#)

**194.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[minstdfx's solution](#)

**195.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[minstdfx's solution](#)

**196.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[minstdfx's solution](#)

**197.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[minstdfx's solution](#)

**198.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[minstdfx's solution](#)

**199.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[minstdfx's solution](#)

**200.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[minstdfx's solution](#)

**201.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[minstdfx's solution](#)

**202.**

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[minstdfx's solution](#)

**203.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[minstdfx's solution](#)

**204.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2020-10-25 · last AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[minstdfx's solution](#)

**205.**

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[minstdfx's solution](#)

**206.**

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[minstdfx's solution](#)

**207.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[minstdfx's solution](#)

**208.**

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[minstdfx's solution](#)

**209.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[minstdfx's solution](#)

**210.**

2159D1

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[minstdfx's solution](#)

**211.**

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[minstdfx's solution](#)

**212.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, implementation

[minstdfx's solution](#)

**213.**

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[minstdfx's solution](#)

**214.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[minstdfx's solution](#)

**215.**

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[minstdfx's solution](#)

**216.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[minstdfx's solution](#)

**217.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[minstdfx's solution](#)

**218.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[minstdfx's solution](#)

**219.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[minstdfx's solution](#)

**220.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[minstdfx's solution](#)

**221.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[minstdfx's solution](#)

**222.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[minstdfx's solution](#)

**223.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[minstdfx's solution](#)

**224.**

1363F

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

Quality: 1,738 global accepts · Rating: 2600 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[minstdfx's solution](#)

**225.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[minstdfx's solution](#)

**226.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[minstdfx's solution](#)

**227.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[minstdfx's solution](#)

**228.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[minstdfx's solution](#)

**229.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[minstdfx's solution](#)

**230.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[minstdfx's solution](#)

**231.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[minstdfx's solution](#)

**232.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games

[minstdfx's solution](#)

**233.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[minstdfx's solution](#)

**234.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[minstdfx's solution](#)

**235.**

623D

[Birthday](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2700 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, probabilities  
[minstdfx's solution](#)

**236.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities  
[minstdfx's solution](#)

**237.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing  
[minstdfx's solution](#)

**238.**

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[minstdfx's solution](#)

**239.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
[minstdfx's solution](#)

**240.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive  
[minstdfx's solution](#)

**241.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math  
[minstdfx's solution](#)

**242.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices  
[minstdfx's solution](#)

**243.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[minstdfx's solution](#)

**244.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[minstdfx's solution](#)

**245.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees  
[minstdfx's solution](#)

**246.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy  
[minstdfx's solution](#)

**247.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[minstdfx's solution](#)

**248.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[minstdfx's solution](#)

**249.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[minstdfx's solution](#)

**250.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers  
[minstdfx's solution](#)

**251.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees  
[minstdfx's solution](#)

**252.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation  
[minstdfx's solution](#)

**253.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory, probabilities  
[minstdfx's solution](#)

**254.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[minstdfx's solution](#)

**255.**

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[minstdfx's solution](#)

**256.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[minstdfx's solution](#)

**257.**

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[minstdfx's solution](#)

**258.**

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[minstdfx's solution](#)

**259.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[minstdfx's solution](#)

**260.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[minstdfx's solution](#)

**261.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[minstdfx's solution](#)

**262.**

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-07-08 · last AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[minstdfx's solution](#)

**263.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[minstdfx's solution](#)

**264.**

223D

[Spider](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: 3000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, graphs

[minstdfx's solution](#)

**265.**

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings  
[minstdfx's solution](#)

**266.**

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, graphs  
[minstdfx's solution](#)

**267.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees  
[minstdfx's solution](#)

**268.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[minstdfx's solution](#)

**269.**

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers  
[minstdfx's solution](#)

**270.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[minstdfx's solution](#)

**271.**

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[minstdfx's solution](#)

**272.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[minstdfx's solution](#)

**273.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu  
[minstdfx's solution](#)

**274.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 256 global accepts · Rating: 3200 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees  
[minstdfx's solution](#)

**275.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, math

[minstdfx's solution](#)

**276.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[minstdfx's solution](#)

**277.**

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[minstdfx's solution](#)

**278.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[minstdfx's solution](#)

**279.**

1975I

[Mind Bloom](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[minstdfx's solution](#)

**280.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[minstdfx's solution](#)

**281.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[minstdfx's solution](#)

**282.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[minstdfx's solution](#)

**283.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[minstdfx's solution](#)

**284.**

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[minstdfx's solution](#)

**285.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math  
[minstdfx's solution](#)

**286.**

2222B

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

Quality: 7,285 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[minstdfx's solution](#)

**287.**

2222A

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

Quality: 10,011 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math  
[minstdfx's solution](#)

**288.**

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**289.**

104053C

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

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**290.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**291.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**292.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**293.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**294.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**295.**

106084H

[Chopsticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**296.**

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**297.**

106084K

[Move Stone](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**298.**

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**299.**

106084E

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

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**300.**

106084D

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

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**301.**

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**302.**

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**303.**

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**304.**

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**305.**

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**306.**

105901C

[One Must Imagine Sisyphus Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**307.**

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**308.**

105901E

[Colorful Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**309.**

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**310.**

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**311.**

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**312.**

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**313.**

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**314.**

105992F

[No explanation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**315.**

105891G

[student](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**316.**

105891A

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**317.**

105891C

[gcd](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**318.**

105891L

[easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**319.**

104901L

[Ticket to Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**320.**

104901B

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

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**321.**

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**322.**

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**323.**

104901G

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

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**324.**

104901E

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

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**325.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**326.**

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**327.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**328.**

105578G

[Guess the Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**329.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**330.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**331.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**332.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**333.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**334.**

105540L

[The Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**335.**

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**336.**

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[minstdfx's solution](#)

**337.**

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**338.**

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: —  
[minstdfx's solution](#)

**339.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**340.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**341.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**342.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**343.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**344.**

105484M

[Ordainer of Inexorable Judgment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**345.**

105484C

[Topology](#) · [Tutorial](#)

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

**346.**

105484I

[Bingo](#) · [Tutorial](#)

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

**347.**

105484G

[Binary Tree](#) · [Tutorial](#)

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

**348.**

105484J

[Social Media](#) · [Tutorial](#)

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

**349.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**350.**

105484B

[Birthday Gift](#) · [Tutorial](#)

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

**351.**

105484E

[Left Shifting 3](#) · Tutorial

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

**352.**

105486F

[Double 11](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**353.**

105486C

[Chinese Chess](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**354.**

105486D

[Closest Derangement](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**355.**

105486E

[Disrupting Communications](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**356.**

105486I

[Good Partitions](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**357.**

105486B

[Athlete Welcome Ceremony](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**358.**

105486K

[Magical Set](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**359.**

105486J

[Grand Prix of Ballance](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**360.**

105486A

[Arrow a Row](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**361.**

105486G

[Expanding Array](#) · Tutorial

Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**362.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**363.**

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**364.**

105358K

[Match](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**365.**

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**366.**

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**367.**

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**368.**

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**369.**

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**370.**

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · last AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**371.**

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**372.**

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**373.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**374.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**375.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**376.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**377.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**378.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**379.**

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**380.**

104857C

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

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**381.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**382.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**383.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**384.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**385.**

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**386.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**387.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**388.**

104821A

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

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**389.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**390.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**391.**

104821F

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

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**392.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**393.**

104976F

[Top Cluster](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**394.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**395.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**396.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**397.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**398.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**399.**

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**400.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**401.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**402.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**403.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**404.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**405.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**406.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**407.**

104373I

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

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**408.**

104373D

[Shortest Path Fast Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · PyPy 2 (first AC) · Tags: —  
[minstdfx's solution](#)

**409.**

104373G

[Cyclic Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**410.**

104373E

[Pass the Ball!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**411.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**412.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**413.**

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**414.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**415.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**416.**

101630A

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

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**417.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**418.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**419.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**420.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**421.**

100738C

[Rating Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**422.**

100738K

[New GPU](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**423.**

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**424.**

100738I

[Lazy mobile users](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**425.**

100738F

[Sequence of words](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**426.**

100738E

[Pretty Buses](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**427.**

100738L

[Plantations](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**428.**

100738A

[Fitting boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[minstdfx's solution](#)

**429.**

100738D

[Degree Sequence Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**430.**

100738B

[Board with lights and switches](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**431.**

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · last AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**432.**

104363D

[Pandemic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**433.**

104363K

[Turn-based Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**434.**

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**435.**

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**436.**

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**437.**

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**438.**

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**439.**

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**440.**

104065E

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Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**441.**

104065G

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

Rating: — · first AC: 2022-11-23 · last AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**442.**

104065M

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

Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**443.**

104065A

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Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**444.**

104065H

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

Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**445.**

104065C

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

Rating: — · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[minstdfx's solution](#)

**446.**

101821A

[Smart Vending](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: —  
[minstdfx's solution](#)

**447.**

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: implementation  
[minstdfx's solution](#)

**448.**

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force  
[minstdfx's solution](#)

**449.**

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2019-06-02 · last AC: 2019-06-02 · GNU C++11 (first AC) · Tags: —  
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