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Unique solved — moe.tsuki

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Filters: none

Count: 1,665

1.

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6.

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11.

1746A

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1738A

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1704A

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30.

1305A

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908A

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49.

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64.

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68.

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1266A

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1252A

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1237A

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74.

1054B

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76.

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82.

1726B

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83.

1685A

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84.

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85.

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88.

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90.

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91.

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1738B

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94.

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100.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[moe.tsuki's solution](#)

101.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[moe.tsuki's solution](#)

102.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[moe.tsuki's solution](#)

103.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[moe.tsuki's solution](#)

104.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[moe.tsuki's solution](#)

105.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[moe.tsuki's solution](#)

106.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[moe.tsuki's solution](#)

107.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[moe.tsuki's solution](#)

108.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[moe.tsuki's solution](#)

109.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[moe.tsuki's solution](#)

110.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[moe.tsuki's solution](#)

111.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[moe.tsuki's solution](#)

112.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[moe.tsuki's solution](#)

113.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[moe.tsuki's solution](#)

114.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[moe.tsuki's solution](#)

115.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[moe.tsuki's solution](#)

116.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[moe.tsuki's solution](#)

117.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[moe.tsuki's solution](#)

118.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[moe.tsuki's solution](#)

119.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[moe.tsuki's solution](#)

120.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[moe.tsuki's solution](#)

121.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[moe.tsuki's solution](#)

122.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[moe.tsuki's solution](#)

123.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[moe.tsuki's solution](#)

124.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[moe.tsuki's solution](#)

125.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[moe.tsuki's solution](#)

126.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

127.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[moe.tsuki's solution](#)

128.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[moe.tsuki's solution](#)

129.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[moe.tsuki's solution](#)

130.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[moe.tsuki's solution](#)

131.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[moe.tsuki's solution](#)

132.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[moe.tsuki's solution](#)

133.

1119B

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

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[moe.tsuki's solution](#)

134.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[moe.tsuki's solution](#)

135.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[moe.tsuki's solution](#)

136.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[moe.tsuki's solution](#)

137.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[moe.tsuki's solution](#)

138.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[moe.tsuki's solution](#)

139.

872C

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

Quality: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[moe.tsuki's solution](#)

140.

862B

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

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[moe.tsuki's solution](#)

141.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[moe.tsuki's solution](#)

142.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[moe.tsuki's solution](#)

143.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

144.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[moe.tsuki's solution](#)

145.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[moe.tsuki's solution](#)

146.

1427B

[Chess Cheater](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

147.

1408B

[Arrays Sum](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

148.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[moe.tsuki's solution](#)

149.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[moe.tsuki's solution](#)

150.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[moe.tsuki's solution](#)

151.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[moe.tsuki's solution](#)

152.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[moe.tsuki's solution](#)

153.

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

[moe.tsuki's solution](#)

154.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[moe.tsuki's solution](#)

155.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[moe.tsuki's solution](#)

156.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[moe.tsuki's solution](#)

157.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2017-09-04 · last AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[moe.tsuki's solution](#)

158.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[moe.tsuki's solution](#)

159.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,559 global accepts · Rating: 1500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[moe.tsuki's solution](#)

160.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math
[moe.tsuki's solution](#)

161.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[moe.tsuki's solution](#)

162.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math
[moe.tsuki's solution](#)

163.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[moe.tsuki's solution](#)

164.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[moe.tsuki's solution](#)

165.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[moe.tsuki's solution](#)

166.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[moe.tsuki's solution](#)

167.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[moe.tsuki's solution](#)

168.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

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

169.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[moe.tsuki's solution](#)

170.

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[moe.tsuki's solution](#)

171.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[moe.tsuki's solution](#)

172.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[moe.tsuki's solution](#)

173.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[moe.tsuki's solution](#)

174.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[moe.tsuki's solution](#)

175.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[moe.tsuki's solution](#)

176.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[moe.tsuki's solution](#)

177.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[moe.tsuki's solution](#)

178.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[moe.tsuki's solution](#)

179.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[moe.tsuki's solution](#)

180.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[moe.tsuki's solution](#)

181.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[moe.tsuki's solution](#)

182.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[moe.tsuki's solution](#)

183.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[moe.tsuki's solution](#)

184.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[moe.tsuki's solution](#)

185.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

186.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[moe.tsuki's solution](#)

187.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

188.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[moe.tsuki's solution](#)

189.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[moe.tsuki's solution](#)

190.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[moe.tsuki's solution](#)

191.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[moe.tsuki's solution](#)

192.

1528A

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

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[moe.tsuki's solution](#)

193.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[moe.tsuki's solution](#)

194.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[moe.tsuki's solution](#)

195.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[moe.tsuki's solution](#)

196.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[moe.tsuki's solution](#)

197.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[moe.tsuki's solution](#)

198.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[moe.tsuki's solution](#)

199.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[moe.tsuki's solution](#)

200.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[moe.tsuki's solution](#)

201.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[moe.tsuki's solution](#)

202.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[moe.tsuki's solution](#)

203.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[moe.tsuki's solution](#)

204.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[moe.tsuki's solution](#)

205.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[moe.tsuki's solution](#)

206.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[moe.tsuki's solution](#)

207.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[moe.tsuki's solution](#)

208.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[moe.tsuki's solution](#)

209.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[moe.tsuki's solution](#)

210.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[moe.tsuki's solution](#)

211.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[moe.tsuki's solution](#)

212.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[moe.tsuki's solution](#)

213.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[moe.tsuki's solution](#)

214.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[moe.tsuki's solution](#)

215.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[moe.tsuki's solution](#)

216.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[moe.tsuki's solution](#)

217.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[moe.tsuki's solution](#)

218.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[moe.tsuki's solution](#)

219.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[moe.tsuki's solution](#)

220.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[moe.tsuki's solution](#)

221.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[moe.tsuki's solution](#)

222.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[moe.tsuki's solution](#)

223.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[moe.tsuki's solution](#)

224.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[moe.tsuki's solution](#)

225.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[moe.tsuki's solution](#)

226.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[moe.tsuki's solution](#)

227.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[moe.tsuki's solution](#)

228.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[moe.tsuki's solution](#)

229.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[moe.tsuki's solution](#)

230.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[moe.tsuki's solution](#)

231.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[moe.tsuki's solution](#)

232.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[moe.tsuki's solution](#)

233.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[moe.tsuki's solution](#)

234.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[moe.tsuki's solution](#)

235.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[moe.tsuki's solution](#)

236.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[moe.tsuki's solution](#)

237.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,683 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[moe.tsuki's solution](#)

238.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[moe.tsuki's solution](#)

239.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[moe.tsuki's solution](#)

240.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[moe.tsuki's solution](#)

241.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[moe.tsuki's solution](#)

242.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[moe.tsuki's solution](#)

243.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[moe.tsuki's solution](#)

244.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[moe.tsuki's solution](#)

245.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[moe.tsuki's solution](#)

246.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[moe.tsuki's solution](#)

247.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry
[moe.tsuki's solution](#)

248.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[moe.tsuki's solution](#)

249.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[moe.tsuki's solution](#)

250.

1548B

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

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

251.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[moe.tsuki's solution](#)

252.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[moe.tsuki's solution](#)

253.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[moe.tsuki's solution](#)

254.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[moe.tsuki's solution](#)

255.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[moe.tsuki's solution](#)

256.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[moe.tsuki's solution](#)

257.

1442A

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

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

258.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[moe.tsuki's solution](#)

259.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
[moe.tsuki's solution](#)

260.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[moe.tsuki's solution](#)

261.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, strings, two pointers

[moe.tsuki's solution](#)

262.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[moe.tsuki's solution](#)

263.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[moe.tsuki's solution](#)

264.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[moe.tsuki's solution](#)

265.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[moe.tsuki's solution](#)

266.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[moe.tsuki's solution](#)

267.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[moe.tsuki's solution](#)

268.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[moe.tsuki's solution](#)

269.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[moe.tsuki's solution](#)

270.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[moe.tsuki's solution](#)

271.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[moe.tsuki's solution](#)

272.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[moe.tsuki's solution](#)

273.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[moe.tsuki's solution](#)

274.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[moe.tsuki's solution](#)

275.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[moe.tsuki's solution](#)

276.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[moe.tsuki's solution](#)

277.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[moe.tsuki's solution](#)

278.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[moe.tsuki's solution](#)

279.

2002D1

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

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

[moe.tsuki's solution](#)

280.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

281.

1991D

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

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

[moe.tsuki's solution](#)

282.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[moe.tsuki's solution](#)

283.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

284.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[moe.tsuki's solution](#)

285.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[moe.tsuki's solution](#)

286.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[moe.tsuki's solution](#)

287.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[moe.tsuki's solution](#)

288.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[moe.tsuki's solution](#)

289.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[moe.tsuki's solution](#)

290.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[moe.tsuki's solution](#)

291.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[moe.tsuki's solution](#)

292.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[moe.tsuki's solution](#)

293.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[moe.tsuki's solution](#)

294.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[moe.tsuki's solution](#)

295.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[moe.tsuki's solution](#)

296.

1477B

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

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

[moe.tsuki's solution](#)

297.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[moe.tsuki's solution](#)

298.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[moe.tsuki's solution](#)

299.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[moe.tsuki's solution](#)

300.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[moe.tsuki's solution](#)

301.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[moe.tsuki's solution](#)

302.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[moe.tsuki's solution](#)

303.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[moe.tsuki's solution](#)

304.

1307D

[Cow and Fields](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

305.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[moe.tsuki's solution](#)

306.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[moe.tsuki's solution](#)

307.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[moe.tsuki's solution](#)

308.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[moe.tsuki's solution](#)

309.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[moe.tsuki's solution](#)

310.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[moe.tsuki's solution](#)

311.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[moe.tsuki's solution](#)

312.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[moe.tsuki's solution](#)

313.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures
[moe.tsuki's solution](#)

314.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[moe.tsuki's solution](#)

315.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[moe.tsuki's solution](#)

316.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[moe.tsuki's solution](#)

317.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
[moe.tsuki's solution](#)

318.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy
[moe.tsuki's solution](#)

319.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[moe.tsuki's solution](#)

320.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[moe.tsuki's solution](#)

321.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[moe.tsuki's solution](#)

322.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[moe.tsuki's solution](#)

323.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[moe.tsuki's solution](#)

324.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[moe.tsuki's solution](#)

325.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[moe.tsuki's solution](#)

326.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[moe.tsuki's solution](#)

327.

1427D

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

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

[moe.tsuki's solution](#)

328.

1427C

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

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[moe.tsuki's solution](#)

329.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[moe.tsuki's solution](#)

330.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[moe.tsuki's solution](#)

331.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[moe.tsuki's solution](#)

332.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[moe.tsuki's solution](#)

333.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[moe.tsuki's solution](#)

334.

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
[moe.tsuki's solution](#)

335.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[moe.tsuki's solution](#)

336.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[moe.tsuki's solution](#)

337.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[moe.tsuki's solution](#)

338.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[moe.tsuki's solution](#)

339.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[moe.tsuki's solution](#)

340.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities
[moe.tsuki's solution](#)

341.

872D

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive
[moe.tsuki's solution](#)

342.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[moe.tsuki's solution](#)

343.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2000 · first AC: 2017-09-19 · last AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[moe.tsuki's solution](#)

344.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[moe.tsuki's solution](#)

345.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[moe.tsuki's solution](#)

346.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

347.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[moe.tsuki's solution](#)

348.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar

[moe.tsuki's solution](#)

349.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[moe.tsuki's solution](#)

350.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[moe.tsuki's solution](#)

351.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[moe.tsuki's solution](#)

352.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

353.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[moe.tsuki's solution](#)

354.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[moe.tsuki's solution](#)

355.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[moe.tsuki's solution](#)

356.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
[moe.tsuki's solution](#)

357.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[moe.tsuki's solution](#)

358.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[moe.tsuki's solution](#)

359.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search
[moe.tsuki's solution](#)

360.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[moe.tsuki's solution](#)

361.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy
[moe.tsuki's solution](#)

362.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[moe.tsuki's solution](#)

363.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[moe.tsuki's solution](#)

364.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[moe.tsuki's solution](#)

365.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[moe.tsuki's solution](#)

366.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees
[moe.tsuki's solution](#)

367.

851D

[Arpa and a list of numbers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[moe.tsuki's solution](#)

368.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[moe.tsuki's solution](#)

369.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees
[moe.tsuki's solution](#)

370.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[moe.tsuki's solution](#)

371.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry
[moe.tsuki's solution](#)

372.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[moe.tsuki's solution](#)

373.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[moe.tsuki's solution](#)

374.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[moe.tsuki's solution](#)

375.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[moe.tsuki's solution](#)

376.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[moe.tsuki's solution](#)

377.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[moe.tsuki's solution](#)

378.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[moe.tsuki's solution](#)

379.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[moe.tsuki's solution](#)

380.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[moe.tsuki's solution](#)

381.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[moe.tsuki's solution](#)

382.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[moe.tsuki's solution](#)

383.

1428E

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

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

[moe.tsuki's solution](#)

384.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[moe.tsuki's solution](#)

385.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[moe.tsuki's solution](#)

386.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[moe.tsuki's solution](#)

387.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[moe.tsuki's solution](#)

388.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[moe.tsuki's solution](#)

389.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[moe.tsuki's solution](#)

390.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[moe.tsuki's solution](#)

391.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[moe.tsuki's solution](#)

392.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,372 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[moe.tsuki's solution](#)

393.

2002E

[Cosmic Rays](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

394.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

395.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

396.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[moe.tsuki's solution](#)

397.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[moe.tsuki's solution](#)

398.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[moe.tsuki's solution](#)

399.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[moe.tsuki's solution](#)

400.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[moe.tsuki's solution](#)

401.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[moe.tsuki's solution](#)

402.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[moe.tsuki's solution](#)

403.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[moe.tsuki's solution](#)

404.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[moe.tsuki's solution](#)

405.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[moe.tsuki's solution](#)

406.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[moe.tsuki's solution](#)

407.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[moe.tsuki's solution](#)

408.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[moe.tsuki's solution](#)

409.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[moe.tsuki's solution](#)

410.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

411.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 588 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[moe.tsuki's solution](#)

412.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[moe.tsuki's solution](#)

413.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[moe.tsuki's solution](#)

414.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[moe.tsuki's solution](#)

415.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[moe.tsuki's solution](#)

416.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory
[moe.tsuki's solution](#)

417.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[moe.tsuki's solution](#)

418.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy
[moe.tsuki's solution](#)

419.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[moe.tsuki's solution](#)

420.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[moe.tsuki's solution](#)

421.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[moe.tsuki's solution](#)

422.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[moe.tsuki's solution](#)

423.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[moe.tsuki's solution](#)

424.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[moe.tsuki's solution](#)

425.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees
[moe.tsuki's solution](#)

426.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[moe.tsuki's solution](#)

427.

1229C

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

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[moe.tsuki's solution](#)

428.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[moe.tsuki's solution](#)

429.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings
[moe.tsuki's solution](#)

430.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[moe.tsuki's solution](#)

431.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing
[moe.tsuki's solution](#)

432.

2211E

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

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[moe.tsuki's solution](#)

433.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp
[moe.tsuki's solution](#)

434.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive
[moe.tsuki's solution](#)

435.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[moe.tsuki's solution](#)

436.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
[moe.tsuki's solution](#)

437.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[moe.tsuki's solution](#)

438.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[moe.tsuki's solution](#)

439.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[moe.tsuki's solution](#)

440.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[moe.tsuki's solution](#)

441.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[moe.tsuki's solution](#)

442.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[moe.tsuki's solution](#)

443.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[moe.tsuki's solution](#)

444.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[moe.tsuki's solution](#)

445.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[moe.tsuki's solution](#)

446.

1305F

[Kuron and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[moe.tsuki's solution](#)

447.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[moe.tsuki's solution](#)

448.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[moe.tsuki's solution](#)

449.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[moe.tsuki's solution](#)

450.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[moe.tsuki's solution](#)

451.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[moe.tsuki's solution](#)

452.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[moe.tsuki's solution](#)

453.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[moe.tsuki's solution](#)

454.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[moe.tsuki's solution](#)

455.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[moe.tsuki's solution](#)

456.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games
[moe.tsuki's solution](#)

457.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
[moe.tsuki's solution](#)

458.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[moe.tsuki's solution](#)

459.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs
[moe.tsuki's solution](#)

460.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[moe.tsuki's solution](#)

461.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures
[moe.tsuki's solution](#)

462.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[moe.tsuki's solution](#)

463.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[moe.tsuki's solution](#)

464.

1466G

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

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[moe.tsuki's solution](#)

465.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[moe.tsuki's solution](#)

466.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[moe.tsuki's solution](#)

467.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[moe.tsuki's solution](#)

468.

1240D

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

Rating: 2600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[moe.tsuki's solution](#)

469.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[moe.tsuki's solution](#)

470.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

471.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[moe.tsuki's solution](#)

472.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[moe.tsuki's solution](#)

473.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[moe.tsuki's solution](#)

474.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[moe.tsuki's solution](#)

475.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[moe.tsuki's solution](#)

476.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[moe.tsuki's solution](#)

477.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[moe.tsuki's solution](#)

478.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[moe.tsuki's solution](#)

479.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[moe.tsuki's solution](#)

480.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[moe.tsuki's solution](#)

481.

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation

[moe.tsuki's solution](#)

482.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[moe.tsuki's solution](#)

483.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[moe.tsuki's solution](#)

484.

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[moe.tsuki's solution](#)

485.

2222B

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

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[moe.tsuki's solution](#)

486.

2222A

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

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[moe.tsuki's solution](#)

487.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[moe.tsuki's solution](#)

488.

2219B1

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

Quality: 3,610 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[moe.tsuki's solution](#)

489.

2219B2

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

Quality: 3,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[moe.tsuki's solution](#)

490.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[moe.tsuki's solution](#)

491.

100162K

[Ant versus Woodpecker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

492.

100162B

[Circle of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

493.

100162G

[Lyndon Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

494.

100162A

[Box Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

495.

100162H

[Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

496.

100162F

[Longest Two Graphs Common String](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

497.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

498.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

499.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

500.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

501.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

502.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

503.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

504.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

505.

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

506.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

507.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

508.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · PyPy 3-64 (first AC) · Tags: —
[moe.tsuki's solution](#)

509.

104633N

[What's Our Vector, Victor?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

510.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

511.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

512.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

513.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

514.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

515.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

516.

100524D

[Dichromatic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

517.

100524E

[Ebola Virus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

518.

100524B

[Bipartite Bicolored Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

519.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

520.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

521.

100524A

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

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

522.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

523.

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · last AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

524.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

525.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

526.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

527.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

528.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

529.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

530.

104945B

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

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

531.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

532.

104945F

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

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

533.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

534.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

535.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

536.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

537.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

538.

101623K

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

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

539.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

540.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

541.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

542.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

543.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

544.

101471G

[Replicate Replicate Rfplichte](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

545.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

546.

101471A

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

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

547.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

548.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

549.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

550.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

551.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

552.

103640A

[Ancient Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

553.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

554.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

555.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

556.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

557.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

558.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

559.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

560.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

561.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

562.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

563.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

564.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

565.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

566.

104337H

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

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

567.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

568.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

569.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

570.

104901H

[Basic Substring Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

571.

104901B

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

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

572.

104901E

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

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

573.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

574.

104901G

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

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

575.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

576.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

577.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

578.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

579.

104891F

[Land Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

580.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

581.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

582.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

583.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

584.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

585.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

586.

104869M

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

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

587.

104869B

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

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

588.

104869D

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

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

589.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

590.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

591.

104869J

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

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

592.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

593.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

594.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

595.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

596.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

597.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

598.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

599.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

600.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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601.

104011C

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Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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602.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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603.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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604.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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605.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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606.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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607.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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608.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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609.

104011A

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Rating: — · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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610.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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611.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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612.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

613.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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614.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

615.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

616.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

617.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

618.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

619.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

620.

104772D

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

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

621.

104772A

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

Rating: — · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

622.

103366D

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

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

623.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

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

624.

103366I

[Homework](#) · [Tutorial](#)

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

625.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · PyPy 3-64 (first AC) · Tags: —
[moe.tsuki's solution](#)

626.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

627.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

628.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

629.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

630.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

631.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

632.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

633.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

634.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

635.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

636.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

637.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

638.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

639.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

640.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

641.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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642.

101237C

[The Palindrome Extraction](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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643.

101237E

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

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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644.

101237B

[Beer Quadrilaterals](#) · [Tutorial](#)

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645.

101237J

[Dividing Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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646.

101237F

[Just Another Sequence Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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647.

101237D

[Short Enough Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

648.

101237G

[Total LCS](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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649.

101237A

[MEX-Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

650.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

651.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

652.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

653.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

654.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

655.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

656.

104076M

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

Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

657.

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

658.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

659.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

660.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

661.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

662.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

663.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

664.

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

665.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

666.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

667.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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668.

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

669.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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670.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

671.

104053C

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

672.

104053K

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

673.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

674.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

675.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

676.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

677.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

678.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

679.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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680.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

681.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

682.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

683.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

684.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

685.

101221B

[Buffered Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

686.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

687.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

688.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

689.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

690.

104566D

[Pixel Art](#) · [Tutorial](#)

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

691.

104566J

[Press the Button](#) · [Tutorial](#)

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

692.

104566G

[Couleur](#) · [Tutorial](#)

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

693.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

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

694.

104566C

[Halting Problem](#) · [Tutorial](#)

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

695.

104566K

[XOR Clique](#) · [Tutorial](#)

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

696.

104566A

[Live Love](#) · [Tutorial](#)

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

697.

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

698.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

699.

104555K

[\\$K\\$ for More, \\$K\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

700.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

701.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

702.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

703.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

704.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

705.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

706.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

707.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

708.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

709.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

710.

101208H

[Matryoshka](#) · [Tutorial](#)

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

711.

101208F

[Low Power](#) · [Tutorial](#)

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

712.

101208A

[Self-Assembly](#) · [Tutorial](#)

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

713.

101208I

[Pirate Chest](#) · [Tutorial](#)

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

714.

101208C

[Surely You Congest](#) · [Tutorial](#)

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

715.

101208D

[Factors](#) · [Tutorial](#)

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

716.

101208J

[Pollution Solution](#) · [Tutorial](#)

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

717.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

718.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

719.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

720.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

721.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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722.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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723.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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724.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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725.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

726.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

727.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

728.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

729.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

730.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

731.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

732.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

733.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

734.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

735.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

736.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

737.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

738.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

739.

104012E

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

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

740.

104012B

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

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

741.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

742.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

743.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

744.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

745.

100443J

[Cleaning the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

746.

100443G

[VivoParc](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

747.

100443B

[It Can Be Arranged](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

748.

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

749.

100443H

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

750.

100443D

[Decoding the Hallway](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

751.

100443C

[Shopping Malls](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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752.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

753.

100443F

[Odd and Even Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

754.

101175I

[Mummy Madness](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

755.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

756.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

757.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

758.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

759.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

760.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

761.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

762.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

763.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

764.

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

765.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

766.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

767.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

768.

104128I

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

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

769.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

770.

104197D

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

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

771.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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772.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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773.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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774.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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775.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

776.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

777.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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778.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

779.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

780.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

781.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

782.

104065M

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

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

783.

104065H

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

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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784.

104065G

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

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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785.

104065C

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

Rating: — · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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786.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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787.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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788.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
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789.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

790.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

791.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

792.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

793.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

794.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

795.

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

796.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

797.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

798.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

799.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

800.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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801.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

802.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

803.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

804.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

805.

103743F

[Pockets](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

806.

103743H

[Super Gray Pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

807.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

808.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

809.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

810.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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811.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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812.

102192G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

813.

102192L

[From ICPC to ACM](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

814.

102192I

[Make ZYB Happy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

815.

102192B

[Pizza Hub](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

816.

102192D

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

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

817.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

818.

102192A

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

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

819.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

820.

100956H

[Points](#) · [Tutorial](#)

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

821.

100956E

[Odd Grammar](#) · [Tutorial](#)

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

822.

100956K

[Two Strings](#) · [Tutorial](#)

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

823.

100956C

[Fraction Factory](#) · [Tutorial](#)

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

824.

100956B

[Lines](#) · [Tutorial](#)

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

825.

100956J

[Sort It!](#) · [Tutorial](#)

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

826.

100956D

[Greedy Game](#) · [Tutorial](#)

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

827.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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828.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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829.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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830.

104008C

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

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

831.

104008M

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832.

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833.

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834.

103957J

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835.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

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836.

103957B

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837.

103957D

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Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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838.

103957L

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839.

103957M

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Rating: — · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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840.

103957A

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841.

103964K

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842.

103964F

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Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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843.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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844.

103964D

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Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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845.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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846.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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847.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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848.

103964L

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Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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849.

103964A

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Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
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850.

103914H

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Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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851.

103914I

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Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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852.

103914D

[Poker Game: Decision](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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853.

103914F

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

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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854.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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855.

101986K

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Rating: — · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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856.

101986G

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857.

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858.

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859.

101986I

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861.

101986B

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862.

101986A

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863.

103861J

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864.

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Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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Rating: — · first AC: 2022-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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869.

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876.

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878.

103055K

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879.

103055F

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880.

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103055D

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882.

103055G

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883.

103055I

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884.

103055C

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885.

103055J

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886.

103055L

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887.

103055M

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888.

103055A

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889.

101612J

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Rating: — · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
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890.

101612E

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891.

101612L

[Little Difference](#) · [Tutorial](#)

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895.

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896.

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897.

103860E

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898.

103860G

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899.

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Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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900.

103860L

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901.

103860F

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902.

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903.

100257G

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904.

100257F

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905.

100257A

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906.

100257K

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907.

100257B

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908.

100257I

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Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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909.

100257H

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910.

102832K

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Rating: — · first AC: 2022-08-14 · last AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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911.

102832C

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Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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912.

102832H

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913.

102832F

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Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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914.

102832D

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Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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915.

102832A

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916.

101611J

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917.

101611I

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918.

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919.

101611C

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924.

100016J

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Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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925.

100016D

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Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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926.

100016A

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927.

103855C

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Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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928.

103855G

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Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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929.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

930.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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931.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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932.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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933.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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934.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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935.

100517D

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Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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936.

100517C

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937.

100517G

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938.

100517J

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939.

100517L

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941.

100517H

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942.

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943.

100517B

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944.

102155K

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945.

102155I

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946.

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

947.

102155H

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Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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948.

102155C

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Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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949.

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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950.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

951.

100917E

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

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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952.

100917I

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

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
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953.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

954.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

955.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

956.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

957.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

958.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

959.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

960.

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

961.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

962.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

963.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

964.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

965.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

966.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

967.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

968.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

969.

102028L

[Connected Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

970.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

971.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

972.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

973.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: —
[moe.tsuki's solution](#)

974.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

975.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

976.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

977.

100025E

[Average Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

978.

100025F

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

979.

100025H

[NIMG](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

980.

100025A

[A Lot](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

981.

100025I

[Semi-cool Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

982.

100025C

[Amoeba](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

983.

100025K

[Number of Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

984.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

985.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

986.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

987.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

988.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

989.

102220E

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

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

990.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

991.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

992.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

993.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

994.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

995.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

996.

103688E

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

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

997.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

998.

103688A

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

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

999.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1000.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1001.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1002.

102823B

[Array Modify](#) · [Tutorial](#)Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1003.**

102823H

[Hamming Distance](#) · [Tutorial](#)Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1004.**

102823G

[Greatest Common Divisor](#) · [Tutorial](#)Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1005.**

102823D

[Bits Reverse](#) · [Tutorial](#)Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1006.**

102253I

[I Curse Myself](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1007.**

102253C

[Colorful Tree](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1008.**

102253B

[Balala Power!](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1009.**

102253D

[Division Game](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1010.**

102253L

[Limited Permutation](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1011.**

102253F

[Function](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1012.**

102253H

[Hints of sd0061](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1013.

102253K

[KazaQ's Socks](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1014.**

102253A

[Add More Zero](#) · [Tutorial](#)Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1015.**

103652G

[Cosmic Cleaner](#) · [Tutorial](#)Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1016.**

103652B

[Linear Congruential Generator](#) · [Tutorial](#)Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1017.**

103652K

[Sticks](#) · [Tutorial](#)Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1018.**

103652H

[Quicksort](#) · [Tutorial](#)Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)**1019.**

1662F

[Antennas](#) · [Tutorial](#)Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[moe.tsuki's solution](#)**1020.**

1662O

[Circular Maze](#) · [Tutorial](#)Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[moe.tsuki's solution](#)**1021.**

1662L

[Il Derby della Madonna](#) · [Tutorial](#)Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[moe.tsuki's solution](#)**1022.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[moe.tsuki's solution](#)**1023.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[moe.tsuki's solution](#)

1024.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[moe.tsuki's solution](#)

1025.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[moe.tsuki's solution](#)

1026.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[moe.tsuki's solution](#)

1027.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1028.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1029.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1030.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1031.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1032.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1033.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1034.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1035.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1036.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1037.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1038.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1039.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1040.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1041.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1042.

103104H

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

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1043.

103104J

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

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1044.

103104D

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

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1045.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1046.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1047.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1048.

103637J

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1049.

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1050.

103637A

[Agile permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1051.

103637F

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

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1052.

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1053.

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1054.

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1055.

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1056.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1057.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1058.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1059.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1060.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1061.

102769E

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Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1062.

102769A

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Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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1063.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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1064.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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1065.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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1066.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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1067.

103447B

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

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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1068.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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1069.

103430A

[Armor and Weapons](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1070.

103430K

[Ice Cream Van](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1071.

103430I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1072.

103430E

[Request Throttling](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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1073.

103430H

[Messages](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1074.

103430J

[Bongcloud Opening](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1075.

103430D

[Max Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1076.

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1077.

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1078.

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1079.

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1080.

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1081.

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1082.

103430B

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

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1083.

103577I

[Impossible problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1084.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1085.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1086.

103577D

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

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1087.

103577F

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

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1088.

103577M

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

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1089.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1090.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1091.

103577A

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

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1092.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1093.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1094.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1095.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1096.

102801H

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

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1097.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1098.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1099.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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1100.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1101.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1102.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1103.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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1104.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1105.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1106.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1107.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · PyPy 3-64 (first AC) · Tags: —
[moe.tsuki's solution](#)

1108.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1109.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1110.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1111.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1112.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1113.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1114.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1115.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1116.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1117.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1118.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1119.

103439N

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1120.

103415C

[Necklace](#) · [Tutorial](#)

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

1121.

103415K

[Magus Night](#) · [Tutorial](#)

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

1122.

103415H

[Three Integers](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

1123.

103415F

[Cactus](#) · [Tutorial](#)

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

1124.

103415I

[Pudding Store](#) · [Tutorial](#)

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

1125.

103466H

[Prince and Princess](#) · [Tutorial](#)

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

1126.

103466F

[Paper Grading](#) · [Tutorial](#)

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

1127.

103466K

[Triangle](#) · [Tutorial](#)

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

1128.

103466J

[Spy](#) · [Tutorial](#)

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

1129.

103466B

[Chessboard](#) · [Tutorial](#)

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

1130.

103466C

[Digital Path](#) · [Tutorial](#)

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

1131.

103466A

[A Hard Problem](#) · [Tutorial](#)

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

1132.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1133.

103427H

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1134.

103427I

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1135.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1136.

103427L

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1137.

103427F

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1138.

103427B

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1139.

103427E

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1140.

100520G

[Genome of English Literature](#) · [Tutorial](#)

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

1141.

100520B

[Bayes' Law](#) · [Tutorial](#)

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

1142.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

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

1143.

100520F

[Flights](#) · [Tutorial](#)

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

1144.

100520A

[Analogous Sets](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

1145.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

1146.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1147.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1148.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1149.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1150.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1151.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1152.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1153.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1154.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1155.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1156.

103470E

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

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1157.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1158.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1159.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1160.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1161.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1162.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1163.

103446B

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

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1164.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1165.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1166.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

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1167.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1168.

103446D

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

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1169.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1170.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1171.

101485K

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

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1172.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1173.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1174.

101485E

[Elementary Math](#) · [Tutorial](#)

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1175.

101485A

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1176.

101485I

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1177.

101485J

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1178.

103428E

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1179.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1180.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1181.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1182.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1183.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1184.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1185.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1186.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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1187.

103371K

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

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1188.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1189.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1190.

103371C

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

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1191.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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1192.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1193.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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1194.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1195.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1196.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1197.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1198.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1199.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1200.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1201.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1202.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1203.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1204.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1205.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1206.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1207.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1208.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1209.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1210.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1211.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1212.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1213.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1214.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1215.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1216.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1217.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1218.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1219.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1220.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1221.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1222.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1223.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1224.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1225.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1226.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1227.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1228.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1229.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1230.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1231.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1232.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1233.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1234.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1235.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1236.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1237.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1238.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1239.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1240.

102134A

[Tennis](#) · [Tutorial](#)

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

1241.

102134F

[A+B](#) · [Tutorial](#)

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

1242.

102134G

[Many dimensional dice](#) · [Tutorial](#)

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

1243.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1244.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

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

1245.

102134C

[Maya's message](#) · [Tutorial](#)

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

1246.

102134B

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

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

1247.

102134H

[3XOR](#) · [Tutorial](#)

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

1248.

102431B

[Infimum of Paths](#) · [Tutorial](#)

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

1249.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

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

1250.

102431L

[Spiral Matrix](#) · [Tutorial](#)

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

1251.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

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

1252.

102431A

[Kick Start](#) · [Tutorial](#)

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

1253.

100548B

[Puzzle & Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1254.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1255.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1256.

100548C

[The Problem Needs 3D Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1257.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1258.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1259.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1260.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1261.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1262.

101964D

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1263.

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1264.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1265.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1266.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1267.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1268.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1269.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1270.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1271.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1272.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · PyPy 3-64 (first AC) · Tags: —

[moe.tsuki's solution](#)

1273.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1274.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1275.

101933I

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

Rating: — · first AC: 2021-10-28 · PyPy 3-64 (first AC) · Tags: —

[moe.tsuki's solution](#)

1276.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1277.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1278.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1279.

100886K

[Toll Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1280.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1281.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1282.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1283.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1284.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1285.

102222J

[Nested Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1286.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1287.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1288.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1289.

102222H

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

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1290.

102222B

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

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1291.

102222A

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

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1292.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1293.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1294.

100920D

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1295.

100920A

[Automorphism](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1296.

100920E

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1297.

100920H

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1298.

100920J

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1299.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1300.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1301.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1302.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1303.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1304.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1305.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1306.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1307.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1308.

103329C

[O Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1309.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1310.

103329B

[Might and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1311.

103329G

[Power Station of Art](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1312.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1313.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1314.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1315.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1316.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1317.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1318.

103098F

[Friendship Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1319.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1320.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1321.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1322.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1323.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1324.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1325.

102798K

[Tree Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1326.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1327.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1328.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1329.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1330.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1331.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1332.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1333.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1334.

102136D

[Badroadville mayoral election](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1335.

102136G

[A Bishop's Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · PyPy 3 (first AC) · Tags: —

[moe.tsuki's solution](#)

1336.

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1337.

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1338.

102136I

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

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1339.

102136H

[Tourist Agency](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1340.

102136C

[Kingdom Partition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1341.

102136E

[Sweet motivation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1342.

102136J

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

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1343.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1344.

102896G

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

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1345.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1346.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1347.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1348.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1349.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1350.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1351.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1352.

102392C

[Find the Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1353.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1354.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1355.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1356.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1357.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1358.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1359.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1360.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1361.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1362.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1363.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1364.

102803I

[InkBall FX](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1365.

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1366.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1367.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1368.

102803F

[False God](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1369.

102803J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1370.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1371.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1372.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1373.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1374.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1375.

103261I

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

Rating: — · first AC: 2021-09-24 · PyPy 3 (first AC) · Tags: —

[moe.tsuki's solution](#)

1376.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1377.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1378.

103261E

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

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1379.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1380.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1381.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1382.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1383.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1384.

102483C

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

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1385.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1386.

102483B

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

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1387.

102483A

[Access Points](#) · [Tutorial](#)

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

1388.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1389.

102483I

[Inflation](#) · [Tutorial](#)

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

1390.

102483K

[Kleptography](#) · [Tutorial](#)

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

1391.

101158J

[Cover the Polygon with Your Disk](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1392.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1393.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1394.

101158C

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

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1395.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1396.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1397.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1398.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1399.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1400.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1401.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1402.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1403.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1404.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1405.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1406.

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1407.

101193I

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Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1408.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1409.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1410.

101193C

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

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1411.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1412.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1413.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1414.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1415.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1416.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1417.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1418.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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1419.

101196H

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Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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1420.

101196F

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Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1421.

101196G

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Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1422.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1423.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1424.

101196D

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Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1425.

101196E

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Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1426.

101196C

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Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1427.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1428.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1429.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1430.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1431.

102956G

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Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1432.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1433.

102920A

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

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1434.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1435.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1436.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1437.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1438.

102920E

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

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1439.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1440.

102920B

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

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1441.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1442.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1443.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1444.

102452J

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

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1445.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1446.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1447.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1448.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1449.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1450.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1451.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1452.

102411J

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

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1453.

102411H

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

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1454.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1455.

102411M

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

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1456.

102411A

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

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1457.

102994B

[Gifted Composer](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1458.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1459.

102994A

[Everyone Loves Playing Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1460.

102994L

[Landlord](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1461.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1462.

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1463.

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1464.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1465.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1466.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1467.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1468.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1469.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1470.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1471.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1472.

103102I

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

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1473.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1474.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1475.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1476.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1477.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1478.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1479.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1480.

103069A

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

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1481.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1482.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1483.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1484.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1485.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1486.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1487.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1488.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1489.

103119L

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

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1490.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1491.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1492.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1493.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1494.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1495.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1496.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1497.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1498.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1499.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1500.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1501.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1502.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1503.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · PyPy 3 (first AC) · Tags: —

[moe.tsuki's solution](#)

1504.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1505.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1506.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1507.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1508.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1509.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1510.

102394I

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

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1511.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1512.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1513.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1514.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1515.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1516.

102916M

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

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1517.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1518.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1519.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1520.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1521.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1522.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1523.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1524.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1525.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1526.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[moe.tsuki's solution](#)

1527.

102586F

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[moe.tsuki's solution](#)

1528.

102586H

[Construct Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-09 · PyPy 3 (first AC) · Tags: —
[moe.tsuki's solution](#)

1529.

100958C

[Clique Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1530.

100958J

[Hyperrectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1531.

100958A

[Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1532.

101385G

[Power Sum Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1533.

101385C

[Two Equal Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1534.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1535.

102014G

[Longest Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1536.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1537.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1538.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1539.

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1540.

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1541.

102770H

[Huge Clouds](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1542.

102770C

[Crossword Validation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1543.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1544.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1545.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1546.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1547.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1548.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1549.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1550.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1551.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1552.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1553.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1554.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1555.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1556.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1557.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1558.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1559.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1560.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1561.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1562.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1563.

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · last AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1564.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1565.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1566.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1567.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1568.

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1569.

102576I

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

Rating: — · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1570.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1571.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1572.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1573.

101630D

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

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1574.

101630A

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

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1575.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1576.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1577.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1578.

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1579.

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1580.

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1581.

100959L

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

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1582.

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1583.

102007E

[Entirely Unsorted Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1584.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1585.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1586.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1587.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1588.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1589.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1590.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1591.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1592.

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1593.

100641H

[Time Warp](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1594.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1595.

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1596.

100641B

[A Cure for the Common Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1597.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1598.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1599.

102040B

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

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1600.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1601.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1602.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1603.

100864L

[Laboratory of ACM](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1604.

100864K

[Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1605.

100864A

[Agnatic Seniority](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1606.

100864F

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1607.

100864I

[Infinite Improbability Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1608.

100864C

[Coding](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1609.

100864J

[Jeltz' Torture](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1610.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1611.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1612.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[moe.tsuki's solution](#)

1613.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1614.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1615.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1616.

101372C

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

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1617.

101372B

[Mortal Combat](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1618.

101372A

[Spreadsheets](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1619.

101383F

[Mega Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1620.

100451J

[Gennady and Problems](#) · [Tutorial](#)

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

[moe.tsuki's solution](#)

1621.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1622.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1623.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1624.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[moe.tsuki's solution](#)

1625.

102441F

[Random XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[moe.tsuki's solution](#)

1626.

102441D

[Lis on Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[moe.tsuki's solution](#)

1627.

102441E

[Very Simple Sum](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[moe.tsuki's solution](#)

1628.

102441G

[Sum of Distances in Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: —

[moe.tsuki's solution](#)

1629.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1630.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1631.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1632.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1633.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1634.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1635.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1636.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1637.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1638.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1639.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[moe.tsuki's solution](#)

1640.

101635F

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