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Unique solved — omaltsev

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

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

Filters: none

Count: 164

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-03-28 · Haskell (first AC) · Tags: implementation, math

[omaltsev's solution](#)

2.

2188A

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

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[omaltsev's solution](#)

3.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[omaltsev's solution](#)

4.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-07 · Haskell (first AC) · Tags: games

[omaltsev's solution](#)

5.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[omaltsev's solution](#)

6.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[omaltsev's solution](#)

7.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[omaltsev's solution](#)

8.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[omaltsev's solution](#)

9.

2179A

[Blackslex and Password](#) · [Tutorial](#)

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[omaltsev's solution](#)

10.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[omaltsev's solution](#)

11.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[omaltsev's solution](#)

12.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[omaltsev's solution](#)

13.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[omaltsev's solution](#)

14.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[omaltsev's solution](#)

15.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[omaltsev's solution](#)

16.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[omaltsev's solution](#)

17.

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2026-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[omaltsev's solution](#)

18.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,651 global accepts · Rating: 1100 · first AC: 2026-03-28 · Haskell (first AC) · Tags: constructive algorithms, dp, greedy, math

[omaltsev's solution](#)

19.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-07 · Haskell (first AC) · Tags: constructive algorithms, greedy

[omaltsev's solution](#)

20.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, sortings

[omaltsev's solution](#)

21.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[omaltsev's solution](#)

22.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,246 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy
[omaltsev's solution](#)

23.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[omaltsev's solution](#)

24.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[omaltsev's solution](#)

25.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[omaltsev's solution](#)

26.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[omaltsev's solution](#)

27.

2211C1

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

Quality: 9,126 global accepts · Rating: 1300 · first AC: 2026-03-28 · Haskell (first AC) · Tags: binary search, brute force, greedy, two pointers
[omaltsev's solution](#)

28.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · Haskell (first AC) · Tags: data structures
[omaltsev's solution](#)

29.

2188C

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

Rating: 1300 · first AC: 2026-01-29 · Haskell (first AC) · Tags: greedy, sortings
[omaltsev's solution](#)

30.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[omaltsev's solution](#)

31.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-23 · Haskell (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[omaltsev's solution](#)

32.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy
[omaltsev's solution](#)

33.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[omaltsev's solution](#)

34.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-07 · Haskell (first AC) · Tags: binary search, greedy, math, two pointers
[omaltsev's solution](#)

35.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,954 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[omaltsev's solution](#)

36.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[omaltsev's solution](#)

37.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · Haskell (first AC) · Tags: constructive algorithms
[omaltsev's solution](#)

38.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · Haskell (first AC) · Tags: data structures, dp
[omaltsev's solution](#)

39.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · Haskell (first AC) · Tags: constructive algorithms, greedy, implementation, math
[omaltsev's solution](#)

40.

2188D

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

Rating: 1800 · first AC: 2026-01-29 · Haskell (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[omaltsev's solution](#)

41.

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,784 global accepts · Rating: 1800 · first AC: 2025-12-23 · Ruby 3 (first AC) · Tags: constructive algorithms, geometry, math
[omaltsev's solution](#)

42.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-01-23 · Haskell (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[omaltsev's solution](#)

43.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · Haskell (first AC) · Tags: combinatorics, dp, greedy
[omaltsev's solution](#)

44.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,326 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, greedy, math
[omaltsev's solution](#)

45.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-01-23 · Haskell (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[omaltsev's solution](#)

46.

2188E

[Jerry and Tom](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-29 · Haskell (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[omaltsev's solution](#)

47.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-03-28 · Haskell (first AC) · Tags: combinatorics, divide and conquer, dp, math
[omaltsev's solution](#)

48.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[omaltsev's solution](#)

49.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · Haskell (first AC) · Tags: data structures, hashing
[omaltsev's solution](#)

50.

106456J

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[omaltsev's solution](#)

51.

106456G

[Taffy vs Goblins](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

52.

106511G

[Median Solve Order](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

53.

106511F

[Manhattan Patrol](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-03 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

54.

106511E

[Mingle](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[omaltsev's solution](#)

55.

106511B

[Six Seven](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

56.

106511D

[House Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

57.

106511A

[Favorite Phrase](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

58.

106458D

[AäEöäBC =C <Cä=D BD 0](#)

Rating: — · first AC: 2026-04-28 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

59.

106458C

[A@CÄ0C45CD4Cä=](#)

Rating: — · first AC: 2026-04-28 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

60.

106456F

[Fanfan's Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

61.

106456E

[Simple Math](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-27 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

62.

106458B

[B > C 8C0 D44 C, <C AD 8C](#)

Rating: — · first AC: 2026-04-26 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

63.

106458A

[AÄOC4=CäB VK](#)

Rating: — · first AC: 2026-04-25 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

64.

106456D

[Taffy's LCM](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-24 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

65.

106456A

[Your Shine Your Be!](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[omaltsev's solution](#)

66.

106456B

[Bus Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

67.

106475H

[AäBD\\$5D 2CT@ D >C 8D 0CTBD O C" ?D4BDÀ](#)

Rating: — · first AC: 2026-04-19 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

68.

106460B

[B-BD>C#0 C,,7 C60C`8CÔ4D >CÄ>C](#)

Rating: — · first AC: 2026-04-18 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

69.

106460A

[VK AÄCCKC#0](#)

Rating: — · first AC: 2026-04-18 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

70.

106479E

[AÔ5C\\$KD >Cd4CT=CÔKC' BD 5D43Cä;DÄ=C,,:](#)

Rating: — · first AC: 2026-04-17 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

71.

106479C

[A 8D\\$KCR ?C,,:D 5C`8](#)

Rating: — · first AC: 2026-04-16 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

72.

106479D

[A7Cä8Ct2CT4CT=C,,5 Dt8D 5C°](#)

Rating: — · first AC: 2026-04-16 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

73.

106479B

[A4#CÔ!C](#)

Rating: — · first AC: 2026-04-15 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

74.

106479A

[AçCDD >Cç 4D CC4C](#)

Rating: — · first AC: 2026-04-15 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

75.

2219B2

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

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

[omaltsev's solution](#)

76.

2219D

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

Quality: 430 global accepts · Rating: — · first AC: 2026-04-13 · Haskell (first AC) · Tags: data structures, implementation, math, trees

[omaltsev's solution](#)

77.

2219A

[Grid L](#) · [Tutorial](#)

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

[omaltsev's solution](#)

78.

2219B1

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

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

[omaltsev's solution](#)

79.

106475F

[A=>D\\$8Cç 8 D 2CTBCäDCä@D°](#)

Rating: — · first AC: 2026-04-12 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

80.

106475D

[B = UT0Cè2C,,: CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2026-04-11 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

81.

106475C

[Bt5D50CèD,,:C,À CÔ> CÔ5 CÔ8CÔ4Ct0](#)

Rating: — · first AC: 2026-04-11 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

82.

106475B

[A8BC03C\\$8C08C' ;C,,DD](#)

Rating: — · first AC: 2026-04-11 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

83.

106475A

[A^CDiHC,,9 DT>D](#)

Rating: — · first AC: 2026-04-11 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

84.

106462F

[A 10C 8D 8CÔB](#)

Rating: — · first AC: 2026-04-09 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

85.

106462C

[A@Dè<CäCC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2026-04-08 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

86.

106462D

[AÔ0D r BCä;DÄ=C O C,,3D 0](#)

Rating: — · first AC: 2026-04-08 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

87.

106462B

[B 5D\\$5C\\$>C' ?D >D\\$>C#>C°](#)

Rating: — · first AC: 2026-04-07 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

88.

106462A

[A6>10\\$Bcä@ D65CÂ BC 1C`8DdC D4<CÔ>Cd5CÔ8Dö](#)

Rating: — · first AC: 2026-04-07 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

89.

106463B

[Food Fight · Tutorial](#)

Rating: — · first AC: 2026-04-06 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

90.

106443L

[Linked Letters · Tutorial](#)

Rating: — · first AC: 2026-04-04 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

91.

106443J

[Journey for Grapes · Tutorial](#)

Rating: — · first AC: 2026-04-04 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

92.

106443K

[K-Places · Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[omaltsev's solution](#)

93.

106443H

[Hungry pou · Tutorial](#)

Rating: — · first AC: 2026-04-03 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

94.

106443I

[Infinity Money Glitch · Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[omaltsev's solution](#)

95.

106443G

[Gabmei, the hacker · Tutorial](#)

Rating: — · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[omaltsev's solution](#)

96.

106443D

[Digits Duel · Tutorial](#)

Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: —
[omaltsev's solution](#)

97.

106443C

[Coach Calculations · Tutorial](#)

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98.

106443F

[Fractions of a Stick](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

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99.

106443B

[Balatro](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

100.

106443A

[Amusing Enhancements](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

101.

105962B

[We're Competing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

102.

105962D

[MA141](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

103.

105962A

[Neymar at Santos](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-25 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

104.

105788E

[Captivity](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

105.

105788F

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

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106.

105788B

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Rating: — · first AC: 2026-03-23 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

107.

105788A

[Flor's Problems](#) · [Tutorial](#)

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[omaltsev's solution](#)

108.

105819E

[Mingle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

109.

105819F

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

110.

105819D

[Please solve this in O\(N^3\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[omaltsev's solution](#)

111.

105819C

[Fill the World with Argon](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

112.

105819A

[Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-21 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

113.

106192C

[ASDAD\\$>C\\$KCR AD\\$>C`1D°](#)

Rating: — · first AC: 2026-03-20 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

114.

106434D

[Aä7DôBDÂ MD\\$0 CÄ0D\\$5CÄ0D\\$8C#0](#)

Rating: — · first AC: 2026-03-20 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

115.

106434B

[AÜD,6DD@Cä2C =CÔKC' <C AD 8C](#)

Rating: — · first AC: 2026-03-19 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

116.

106434A

[B >C>D"Ô?D';CTACäA](#)

Rating: — · first AC: 2026-03-19 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

117.

106201A

[AÔ5DrBC =CD0D BCÔKC' ?Cä4DT>C@](#)

Rating: — · first AC: 2026-03-18 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

118.

106201C

[Aö>Cä5 Cö@CäECä6CD5CÔ8CP](#)

Rating: — · first AC: 2026-03-18 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

119.

106430B

[Bessie And Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

120.

106430A

[Bessie and Trap](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-16 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

121.

106420H

[Red Combo](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

122.

106420F

[Chippa Rank](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

123.

106420E

[Strongest Attack First](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

124.

106420D

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

125.

106420B

[Beta Tester](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

126.

106420A

[Bouncy Castle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

127.

106420C

[Champion's Meeting \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

128.

106387C

[Olympic Haircut](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

129.

106387B

[Ski Buddy](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

130.

106387A

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-10 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

131.

106410E

[String Runs](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

132.

106410C

[Repetition](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

133.

106410B

[Yash is Cross-Eyed](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

134.

106410A

[Harker!!](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-08 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

135.

106403D

[Power Up](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

136.

106403E

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[omaltsev's solution](#)

137.

106403F

[Volcanic Islands](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[omaltsev's solution](#)

138.

106403B

[Clock Creation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

139.

106403C

[Sandwiched Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

140.

106403A

[Luxury](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

141.

106398E

[A:008D8C0B CD;Dò ECä<Dô:C](#)

Rating: — · first AC: 2026-03-05 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

142.

106398H

[A\\$5D\\$5D :D 5C6GC 5D](#)

Rating: — · first AC: 2026-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[omaltsev's solution](#)

143.

106398I

[B 70ä€ =CÖ0Dò <C BD 8Dd0](#)

Rating: — · first AC: 2026-03-05 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

144.

106398G

[A\\$0D0C, BD 5CÖ8D >C\\$:C€](#)

Rating: — · first AC: 2026-03-04 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

145.

106398F

[Aö5D5BT>CDK C" %Cä<Cä?Cä;C,,ACP](#)

Rating: — · first AC: 2026-03-04 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

146.

106398D

[BT>CÄ0D+LC, 1CT3C](#)

Rating: — · first AC: 2026-03-04 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

147.

106398C

[A+D06D:C 4C´O DT>CÄOCα>C](#)

Rating: — · first AC: 2026-03-03 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

148.

106398B

[B4BD56Ö=DôO C65D =Dò ECä<Dô:Cä2](#)

Rating: — · first AC: 2026-03-03 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

149.

106398A

[BT>CÄ0C=8 C, HC ECÄ0D\\$K](#)

Rating: — · first AC: 2026-03-03 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

150.

106177C

[Rare Function](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

151.

106177B

[Weird Function](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

152.

106177A

[OR what?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

153.

106281E

[AÄ×OΔ=C,,FC](#)

Rating: — · first AC: 2026-03-01 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

154.

106281C

[B >CÔΔ9 Aα@CäH](#)

Rating: — · first AC: 2026-03-01 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

155.

106281B

[Bt8D,0ä2D`5 D,,5D BCT@E =Cα8](#)

Rating: — · first AC: 2026-03-01 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

156.

106281A

[B->0\\$00ÔLDò 8 D >C`5CÔ8Dö](#)

Rating: — · first AC: 2026-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[omaltsev's solution](#)

157.

106225E

[Expansion Plan 2 · Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[omaltsev's solution](#)

158.

106225D

[Dungeon Equilibrium · Tutorial](#)

Rating: — · first AC: 2026-02-26 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

159.

106298A

[Explosive String · Tutorial](#)

Rating: — · first AC: 2026-02-25 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

160.

106357A

[Dynamic get_path · Tutorial](#)

Rating: — · first AC: 2026-02-25 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

161.

106383E

[Magikarp: Far From Home · Tutorial](#)

Rating: — · first AC: 2026-02-24 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

162.

106383D

[Cubic Equation · Tutorial](#)

Rating: — · first AC: 2026-02-24 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

163.

106383B

[Store Statistics · Tutorial](#)

Rating: — · first AC: 2026-02-24 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)

164.

106383A

[Factorial Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · Python 3 (first AC) · Tags: —

[omaltsev's solution](#)