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Unique solved — palilo

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1.

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2.

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5.

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1629B

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1618A

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9.

1586A

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1566B

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12.

1557A

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1551B1

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31.

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1417A

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37.

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1399A

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52.

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1543A
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1702D
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64.

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66.

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68.

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72.

1430C

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73.

1090M

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74.

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75.

1418A

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76.

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77.

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1702C

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79.

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80.

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81.

1557B

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82.

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83.

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84.

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85.

797A

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86.

792A

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87.

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88.

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89.

1417B

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90.

1409B

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91.

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92.

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93.

1407A

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94.

1586B

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95.

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96.

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97.

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98.

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1420B

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102.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[palilo's solution](#)

103.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[palilo's solution](#)

104.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-10-05 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[palilo's solution](#)

105.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[palilo's solution](#)

106.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 1300 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[palilo's solution](#)

107.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[palilo's solution](#)

108.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[palilo's solution](#)

109.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[palilo's solution](#)

110.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[palilo's solution](#)

111.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[palilo's solution](#)

112.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[palilo's solution](#)

113.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[palilo's solution](#)

114.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1300 · first AC: 2020-11-02 · last AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[palilo's solution](#)

115.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[palilo's solution](#)

116.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[palilo's solution](#)

117.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,070 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[palilo's solution](#)

118.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-05 · last AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[palilo's solution](#)

119.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[palilo's solution](#)

120.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[palilo's solution](#)

121.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[palilo's solution](#)

122.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[palilo's solution](#)

123.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[palilo's solution](#)

124.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[palilo's solution](#)

125.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-12 · last AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[palilo's solution](#)

126.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[palilo's solution](#)

127.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[palilo's solution](#)

128.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[palilo's solution](#)

129.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-20 · last AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[palilo's solution](#)

130.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[palilo's solution](#)

131.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[palilo's solution](#)

132.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-05 · Rust 2021 (first AC) · Tags: brute force, greedy

[palilo's solution](#)

133.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[palilo's solution](#)

134.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[palilo's solution](#)

135.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[palilo's solution](#)

136.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[palilo's solution](#)

137.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[palilo's solution](#)

138.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,503 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[palilo's solution](#)

139.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[palilo's solution](#)

140.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-12 · last AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[palilo's solution](#)

141.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[palilo's solution](#)

142.

1417C

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

Rating: 1500 · first AC: 2020-09-27 · last AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[palilo's solution](#)

143.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · last AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[palilo's solution](#)

144.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[palilo's solution](#)

145.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[palilo's solution](#)

146.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[palilo's solution](#)

147.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[palilo's solution](#)

148.

1405C

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

Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[palilo's solution](#)

149.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[palilo's solution](#)

150.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · Rust 2021 (first AC) · Tags: dp, greedy

[palilo's solution](#)

151.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · last AC: 2022-01-31 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[palilo's solution](#)

152.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[palilo's solution](#)

153.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[palilo's solution](#)

154.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[palilo's solution](#)

155.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[palilo's solution](#)

156.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · last AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[palilo's solution](#)

157.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[palilo's solution](#)

158.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[palilo's solution](#)

159.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[palilo's solution](#)

160.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[palilo's solution](#)

161.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[palilo's solution](#)

162.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[palilo's solution](#)

163.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[palilo's solution](#)

164.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[palilo's solution](#)

165.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-23 · Rust 2021 (first AC) · Tags: greedy, strings

[palilo's solution](#)

166.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[palilo's solution](#)

167.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[palilo's solution](#)

168.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · last AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[palilo's solution](#)

169.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[palilo's solution](#)

170.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[palilo's solution](#)

171.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · last AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[palilo's solution](#)

172.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[palilo's solution](#)

173.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[palilo's solution](#)

174.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[palilo's solution](#)

175.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[palilo's solution](#)

176.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[palilo's solution](#)

177.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[palilo's solution](#)

178.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[palilo's solution](#)

179.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · last AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[palilo's solution](#)

180.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[palilo's solution](#)

181.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[palilo's solution](#)

182.

1443D

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

Rating: 1800 · first AC: 2020-11-02 · last AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[palilo's solution](#)

183.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-10-05 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[palilo's solution](#)

184.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[palilo's solution](#)

185.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[palilo's solution](#)

186.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[palilo's solution](#)

187.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[palilo's solution](#)

188.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, trees

[palilo's solution](#)

189.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[palilo's solution](#)

190.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[palilo's solution](#)

191.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · last AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[palilo's solution](#)

192.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[palilo's solution](#)

193.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-01-31 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[palilo's solution](#)

194.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[palilo's solution](#)

195.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[palilo's solution](#)

196.

1459D

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

Rating: 2000 · first AC: 2020-12-20 · last AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[palilo's solution](#)

197.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp

[palilo's solution](#)

198.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[palilo's solution](#)

199.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[palilo's solution](#)

200.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[palilo's solution](#)

201.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[palilo's solution](#)

202.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[palilo's solution](#)

203.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[palilo's solution](#)

204.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[palilo's solution](#)

205.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2021-07-17 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[palilo's solution](#)

206.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[palilo's solution](#)

207.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[palilo's solution](#)

208.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[palilo's solution](#)

209.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[palilo's solution](#)

210.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[palilo's solution](#)

211.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[palilo's solution](#)

212.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[palilo's solution](#)

213.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · last AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[palilo's solution](#)

214.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · last AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[palilo's solution](#)

215.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-01-31 · last AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[palilo's solution](#)

216.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · last AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[palilo's solution](#)

217.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[palilo's solution](#)

218.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[palilo's solution](#)

219.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[palilo's solution](#)

220.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[palilo's solution](#)

221.

1541D

[Tree Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math, probabilities, trees

[palilo's solution](#)

222.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[palilo's solution](#)

223.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2020-11-15 · last AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks,

constructive algorithms, data structures

[palilo's solution](#)

224.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[palilo's solution](#)

225.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[palilo's solution](#)

226.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[palilo's solution](#)

227.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[palilo's solution](#)

228.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-22 · last AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[palilo's solution](#)

229.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[palilo's solution](#)

230.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2020-07-12 · last AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[palilo's solution](#)

231.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[palilo's solution](#)

232.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · last AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[palilo's solution](#)

233.

1459E

[Latin Square](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[palilo's solution](#)

234.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[palilo's solution](#)

235.

1546E

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

Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[palilo's solution](#)

236.

1546F

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[palilo's solution](#)

237.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[palilo's solution](#)

238.

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · last AC: 2024-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

239.

102760J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

240.

104015B

[Computer Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

241.

104015A

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

242.

104017C

[Il Derby della Madonnina](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

243.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

244.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

245.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

246.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

247.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-10 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

248.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

249.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

250.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

251.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

252.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

253.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · last AC: 2023-01-09 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

254.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-09 · Rust 2021 (first AC) · Tags: —
[palilo's solution](#)

255.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

256.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

257.

104059C

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

Rating: — · first AC: 2023-01-05 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

258.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

259.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

260.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · last AC: 2023-01-04 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

261.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

262.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-04 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

263.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

264.

100624F

[Farm and factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · last AC: 2022-05-26 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

265.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

266.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

267.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

268.

101158K

[Black and White Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-28 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

269.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

270.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · last AC: 2022-01-15 · Rust 2021 (first AC) · Tags: —

[palilo's solution](#)

271.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · last AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

272.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · last AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

273.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

274.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

275.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

276.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

277.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · last AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

278.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · last AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

279.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

280.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[palilo's solution](#)

281.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

282.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

283.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

284.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

285.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

286.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

287.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

288.

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

289.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

290.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

291.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

292.

100405B

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

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

293.

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

294.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

295.

101404F

[Risk](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

296.

100729F

[Pool construction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

297.

100502G

[Outing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

298.

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

299.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

300.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

301.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

302.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

303.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

304.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

305.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · last AC: 2021-07-30 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

306.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · last AC: 2021-07-30 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

307.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

308.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

309.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

310.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

311.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

312.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

313.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · MS C++ 2017 (first AC) · Tags: —

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314.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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315.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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316.

102411M

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

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

317.

102411J

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

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

318.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

319.

102411H

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

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

320.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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321.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —

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322.

102411A

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

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

323.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

324.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

325.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

326.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

327.

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

328.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

329.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

330.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

331.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

332.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

333.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

334.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

335.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

336.

101415I

[Most Distant Point from the Sea](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

337.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

338.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

339.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

340.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

341.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

342.

101623G

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

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

343.

101623K

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

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

344.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

345.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

346.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

347.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

348.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

349.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

350.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

351.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

352.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

353.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —

[palilo's solution](#)

354.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

355.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · last AC: 2021-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[palilo's solution](#)

356.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

357.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

358.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

359.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

360.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

361.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

362.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

363.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

364.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

365.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

366.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

367.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · last AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

368.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

369.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · last AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

370.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

371.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

372.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-09 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

373.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

374.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

375.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

376.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

377.

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

378.

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

379.

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

380.

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

381.

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

382.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

383.

102082J

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

384.

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · last AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

385.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-05 · last AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

386.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

387.

100231D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

388.

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

389.

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

390.

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

391.

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

392.

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

393.

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

394.

100603B

[Ice Skates](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

395.

100314E

[Ringworld](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · last AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

396.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · last AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

397.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

398.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

399.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

400.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

401.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

402.

101128B

[Black Vienna](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

403.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · last AC: 2021-03-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[palilo's solution](#)

404.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · last AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

405.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

406.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

407.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

408.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

409.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

410.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

411.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

412.

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

413.

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

414.

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

415.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · last AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

416.

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

417.

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

418.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · last AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

419.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

420.

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

421.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[palilo's solution](#)

422.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[palilo's solution](#)

423.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · last AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[palilo's solution](#)

424.

101408C

[Cat vs. Dog](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-12 · last AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

425.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

426.

100625G

[Getting Through](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

427.

102760F

[Square, Not Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

428.

100502F

[Particle Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · last AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

429.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

430.

101461B

[Corporative Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

431.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-08 · last AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

432.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[palilo's solution](#)

433.

102760D

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