

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

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# Unique solved — pittoresque

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

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

Filters: none

Count: 219

1.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

2.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[pittoresque's solution](#)

3.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,677 global accepts · Rating: 800 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: games, math

[pittoresque's solution](#)

4.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: math, number theory

[pittoresque's solution](#)

5.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[pittoresque's solution](#)

6.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

7.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: \*special, math

[pittoresque's solution](#)

8.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,712 global accepts · Rating: 800 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: graphs

[pittoresque's solution](#)

9.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

10.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings  
[pittoresque's solution](#)

**11.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: implementation  
[pittoresque's solution](#)

**12.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: brute force, dp  
[pittoresque's solution](#)

**13.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: implementation, math  
[pittoresque's solution](#)

**14.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, interactive  
[pittoresque's solution](#)

**15.**

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-28 · last AC: 2019-02-28 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[pittoresque's solution](#)

**16.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math  
[pittoresque's solution](#)

**17.**

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings  
[pittoresque's solution](#)

**18.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[pittoresque's solution](#)

**19.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[pittoresque's solution](#)

**20.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: implementation  
[pittoresque's solution](#)

**21.**

116C

[Party](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[pittoresque's solution](#)

**22.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: math

[pittoresque's solution](#)

**23.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[pittoresque's solution](#)

**24.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[pittoresque's solution](#)

**25.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[pittoresque's solution](#)

**26.**

1111A

[Superhero Transformation](#) · [Tutorial](#)

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[pittoresque's solution](#)

**27.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

**28.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[pittoresque's solution](#)

**29.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

**30.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

**31.**

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[pittoresque's solution](#)

**32.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2018-02-04 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[pittoresque's solution](#)

**33.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[pittoresque's solution](#)

**34.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[pittoresque's solution](#)

**35.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[pittoresque's solution](#)

**36.**

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[pittoresque's solution](#)

**37.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: math

[pittoresque's solution](#)

**38.**

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[pittoresque's solution](#)

**39.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

**40.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[pittoresque's solution](#)

**41.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[pittoresque's solution](#)

**42.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2017-10-08 · GNU C++11 (first AC) · Tags: greedy

[pittoresque's solution](#)

**43.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[pittoresque's solution](#)

**44.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[pittoresque's solution](#)

**45.**

1097B

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

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[pittoresque's solution](#)

**46.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-11-12 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[pittoresque's solution](#)

**47.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · last AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math

[pittoresque's solution](#)

**48.**

1001H

[Oracle for  \$f\(x\)\$  = parity of the number of 1s in  \$x\$](#)  · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[pittoresque's solution](#)

**49.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

**50.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[pittoresque's solution](#)

**51.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,035 global accepts · Rating: 1200 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

**52.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[pittoresque's solution](#)

**53.**

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: —

[pittoresque's solution](#)

**54.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[pittoresque's solution](#)

**55.**

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[pittoresque's solution](#)

**56.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[pittoresque's solution](#)

**57.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: implementation, math

[pittoresque's solution](#)

**58.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,551 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force

[pittoresque's solution](#)

**59.**

889A

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

Rating: 1300 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[pittoresque's solution](#)

**60.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, dp, strings

[pittoresque's solution](#)

**61.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[pittoresque's solution](#)

**62.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[pittoresque's solution](#)

**63.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[pittoresque's solution](#)

**64.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[pittoresque's solution](#)

**65.**

1001G

[Oracle for  \$f\(x\) = k\$ -th element of  \$x\$](#)  · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[pittoresque's solution](#)

**66.**

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[pittoresque's solution](#)

**67.**

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[pittoresque's solution](#)

**68.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[pittoresque's solution](#)

**69.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,178 global accepts · Rating: 1400 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: data structures, implementation

[pittoresque's solution](#)

**70.**

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-04 · GNU C++11 (first AC) · Tags: combinatorics

[pittoresque's solution](#)

**71.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[pittoresque's solution](#)

**72.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[pittoresque's solution](#)

**73.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[pittoresque's solution](#)

**74.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[pittoresque's solution](#)

**75.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[pittoresque's solution](#)

- 76.**  
91B  
[Queue](#) · [Tutorial](#)  
Quality: 7,739 global accepts · Rating: 1500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures  
[pittoresque's solution](#)
- 77.**  
985C  
[Liebig's Barrels](#) · [Tutorial](#)  
Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: greedy  
[pittoresque's solution](#)
- 78.**  
982C  
[Cut 'em all!](#) · [Tutorial](#)  
Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[pittoresque's solution](#)
- 79.**  
976C  
[Nested Segments](#) · [Tutorial](#)  
Quality: 10,644 global accepts · Rating: 1500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[pittoresque's solution](#)
- 80.**  
460B  
[Little Dima and Equation](#) · [Tutorial](#)  
Quality: 13,372 global accepts · Rating: 1500 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory  
[pittoresque's solution](#)
- 81.**  
891A  
[Pride](#) · [Tutorial](#)  
Quality: 14,285 global accepts · Rating: 1500 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory  
[pittoresque's solution](#)
- 82.**  
1505B  
[DMCA](#) · [Tutorial](#)  
Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, number theory  
[pittoresque's solution](#)
- 83.**  
1041C  
[Coffee Break](#) · [Tutorial](#)  
Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers  
[pittoresque's solution](#)
- 84.**  
1036D  
[Vasya and Arrays](#) · [Tutorial](#)  
Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: greedy, two pointers  
[pittoresque's solution](#)
- 85.**  
1027C  
[Minimum Value Rectangle](#) · [Tutorial](#)  
Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy  
[pittoresque's solution](#)
- 86.**  
1001E  
[Distinguish Bell states](#) · [Tutorial](#)  
Quality: 568 global accepts · Rating: 1600 · first AC: 2018-06-30 · Q# (first AC) · Tags: \*special

[pittoresque's solution](#)

**87.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math

[pittoresque's solution](#)

**88.**

966A

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[pittoresque's solution](#)

**89.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · GNU C++11 (first AC) · Tags: implementation

[pittoresque's solution](#)

**90.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[pittoresque's solution](#)

**91.**

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[pittoresque's solution](#)

**92.**

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[pittoresque's solution](#)

**93.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[pittoresque's solution](#)

**94.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[pittoresque's solution](#)

**95.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[pittoresque's solution](#)

**96.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[pittoresque's solution](#)

**97.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: games, greedy  
[pittoresque's solution](#)

**98.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[pittoresque's solution](#)

**99.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: implementation, math  
[pittoresque's solution](#)

**100.**

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: dp, math  
[pittoresque's solution](#)

**101.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: math, number theory  
[pittoresque's solution](#)

**102.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[pittoresque's solution](#)

**103.**

966B

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers  
[pittoresque's solution](#)

**104.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[pittoresque's solution](#)

**105.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[pittoresque's solution](#)

**106.**

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math  
[pittoresque's solution](#)

**107.**

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: \*special, implementation  
[pittoresque's solution](#)

**108.**

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, math

[pittoresque's solution](#)

**109.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[pittoresque's solution](#)

**110.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[pittoresque's solution](#)

**111.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, greedy, implementation, shortest paths

[pittoresque's solution](#)

**112.**

706D

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

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees

[pittoresque's solution](#)

**113.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[pittoresque's solution](#)

**114.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[pittoresque's solution](#)

**115.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[pittoresque's solution](#)

**116.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[pittoresque's solution](#)

**117.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[pittoresque's solution](#)

**118.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-20 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[pittoresque's solution](#)

**119.**

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[pittoresque's solution](#)

**120.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[pittoresque's solution](#)

**121.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: greedy, math

[pittoresque's solution](#)

**122.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[pittoresque's solution](#)

**123.**

459C

[Pashmak and Buses](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 1900 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[pittoresque's solution](#)

**124.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[pittoresque's solution](#)

**125.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: binary search, greedy

[pittoresque's solution](#)

**126.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[pittoresque's solution](#)

**127.**

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[pittoresque's solution](#)

**128.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: games

[pittoresque's solution](#)

**129.**

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: dp, games, math

[pittoresque's solution](#)

**130.**

465D

[Restore Cube](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: brute force

[pittoresque's solution](#)

**131.**

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[pittoresque's solution](#)

**132.**

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: dsu, graphs, strings

[pittoresque's solution](#)

**133.**

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[pittoresque's solution](#)

**134.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: dp, graphs

[pittoresque's solution](#)

**135.**

803F

[Coprime Subsequences](#) · [Tutorial](#)

Quality: 4,642 global accepts · Rating: 2000 · first AC: 2017-04-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[pittoresque's solution](#)

**136.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[pittoresque's solution](#)

**137.**

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[pittoresque's solution](#)

**138.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp

[pittoresque's solution](#)

**139.**

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: data structures, implementation

[pittoresque's solution](#)

**140.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[pittoresque's solution](#)

**141.**

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[pittoresque's solution](#)

**142.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[pittoresque's solution](#)

**143.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[pittoresque's solution](#)

**144.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[pittoresque's solution](#)

**145.**

465E

[Substitutes in Number](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[pittoresque's solution](#)

**146.**

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[pittoresque's solution](#)

**147.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[pittoresque's solution](#)

**148.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, math

[pittoresque's solution](#)

**149.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[pittoresque's solution](#)

**150.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp

[pittoresque's solution](#)

**151.**

282E

[Sausage Maximization](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[pittoresque's solution](#)

**152.**

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: games, math

[pittoresque's solution](#)

**153.**

807E

[Prairie Partition](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy

[pittoresque's solution](#)

**154.**

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[pittoresque's solution](#)

**155.**

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2019-02-05 · last AC: 2019-02-05 · GNU C++11 (first AC) · Tags: data structures, hashing, string suffix structures, strings

[pittoresque's solution](#)

**156.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 2300 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[pittoresque's solution](#)

**157.**

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: geometry, implementation, math, sortings

[pittoresque's solution](#)

**158.**

801E

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[pittoresque's solution](#)

**159.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[pittoresque's solution](#)

**160.**

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: binary search, geometry

[pittoresque's solution](#)

**161.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[pittoresque's solution](#)

**162.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[pittoresque's solution](#)

**163.**

1505G

[Encoded message](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[pittoresque's solution](#)

**164.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-02 · last AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, geometry

[pittoresque's solution](#)

**165.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,002 global accepts · Rating: — · first AC: 2025-04-02 · last AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, games, interactive

[pittoresque's solution](#)

**166.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, geometry

[pittoresque's solution](#)

**167.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · Python 3 (first AC) · Tags: \*special, string suffix structures

[pittoresque's solution](#)

**168.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, implementation

[pittoresque's solution](#)

**169.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[pittoresque's solution](#)

**170.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, brute force

[pittoresque's solution](#)

**171.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[pittoresque's solution](#)

**172.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · Python 3 (first AC) · Tags: \*special, strings

[pittoresque's solution](#)

**173.**

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: \*special, interactive

[pittoresque's solution](#)

**174.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-03-31 · Python 3 (first AC) · Tags: \*special

[pittoresque's solution](#)

**175.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-02 · last AC: 2023-04-02 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[pittoresque's solution](#)

**176.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: \*special, brute force, implementation

[pittoresque's solution](#)

**177.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[pittoresque's solution](#)

**178.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-02 · last AC: 2023-04-02 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[pittoresque's solution](#)

**179.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-02 · Python 3 (first AC) · Tags: \*special, expression parsing, strings

[pittoresque's solution](#)

**180.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: \*special, constructive algorithms

[pittoresque's solution](#)

**181.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-02 · Python 3 (first AC) · Tags: \*special, expression parsing, trees

[pittoresque's solution](#)

**182.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[pittoresque's solution](#)

**183.**

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: \*special

[pittoresque's solution](#)

**184.**

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special, dfs and similar, geometry, implementation  
[pittoresque's solution](#)

**185.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · Python 2 (first AC) · Tags: \*special, math, number theory  
[pittoresque's solution](#)

**186.**

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special, implementation  
[pittoresque's solution](#)

**187.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · Python 2 (first AC) · Tags: \*special, bitmasks  
[pittoresque's solution](#)

**188.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: \*special  
[pittoresque's solution](#)

**189.**

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**190.**

101482K

[Knapsack Collection](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**191.**

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**192.**

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**193.**

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**194.**

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**195.**

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —

[pittoresque's solution](#)

**196.**

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: —

[pittoresque's solution](#)

**197.**

1145C

[Mystery Circuit](#) · [Tutorial](#)

Quality: 832 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[pittoresque's solution](#)

**198.**

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[pittoresque's solution](#)

**199.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[pittoresque's solution](#)

**200.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[pittoresque's solution](#)

**201.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[pittoresque's solution](#)

**202.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-14 · GNU C++11 (first AC) · Tags: —

[pittoresque's solution](#)

**203.**

102082K

[Sixth Sense](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[pittoresque's solution](#)

**204.**

102082D

[Shortest Common Non-Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[pittoresque's solution](#)

**205.**

102082G

[What Goes Up Must Come Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: —

[pittoresque's solution](#)

**206.**

102082C

[Emergency Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[pittoresque's solution](#)

**207.**

102082B

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

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[pittoresque's solution](#)

**208.**

102082A

[Digits Are Not Just Characters](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[pittoresque's solution](#)

**209.**

100507C

[Zhenya moves from parents](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[pittoresque's solution](#)

**210.**

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**211.**

100507H

[Pair: normal and paranormal](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**212.**

100507D

[Zhenya moves from the dormitory](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[pittoresque's solution](#)

**213.**

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**214.**

100507I

[Traffic Jam in Flower Town](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: —  
[pittoresque's solution](#)

**215.**

100507G

[The Debut Album](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: —  
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**216.**

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