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Unique solved — plast

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

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Filters: none

Count: 1,324

- 1.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,211 global accepts · Rating: 800 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [math](#)
[plast's solution](#)
- 2.**
2211A
[Antimedian Deletion](#) · [Tutorial](#)
Quality: 16,060 global accepts · Rating: 800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)
[plast's solution](#)
- 3.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,488 global accepts · Rating: 800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)
[plast's solution](#)
- 4.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)
[plast's solution](#)
- 5.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,537 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#)
[plast's solution](#)
- 6.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,732 global accepts · Rating: 800 · first AC: 2026-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [implementation](#)
[plast's solution](#)
- 7.**
2154A
[Notelock](#) · [Tutorial](#)
Quality: 23,166 global accepts · Rating: 800 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [two pointers](#)
[plast's solution](#)
- 8.**
2203A
[Towers of Boxes](#) · [Tutorial](#)
Quality: 17,979 global accepts · Rating: 800 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [math](#)
[plast's solution](#)
- 9.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,165 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)
[plast's solution](#)
- 10.**
2205A
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Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[plast's solution](#)

11.

2183A

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

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[plast's solution](#)

12.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[plast's solution](#)

13.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,574 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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14.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,873 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[plast's solution](#)

15.

2161A

[Round Trip](#) · [Tutorial](#)

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[plast's solution](#)

16.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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17.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[plast's solution](#)

18.

2173A

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

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[plast's solution](#)

19.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[plast's solution](#)

20.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[plast's solution](#)

21.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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22.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[plast's solution](#)

23.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,318 global accepts · Rating: 800 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

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24.

2002A

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[plast's solution](#)

25.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[plast's solution](#)

26.

2125A

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

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[plast's solution](#)

27.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

28.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[plast's solution](#)

29.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[plast's solution](#)

30.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

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31.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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32.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory
[plast's solution](#)

33.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[plast's solution](#)

34.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[plast's solution](#)

35.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[plast's solution](#)

36.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[plast's solution](#)

37.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[plast's solution](#)

38.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings
[plast's solution](#)

39.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

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[plast's solution](#)

40.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[plast's solution](#)

41.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

42.

2061A

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

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[plast's solution](#)

43.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[plast's solution](#)

44.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

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45.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[plast's solution](#)

46.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[plast's solution](#)

47.

1995A

[Diagonals](#) · [Tutorial](#)

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48.

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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49.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[plast's solution](#)

50.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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51.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[plast's solution](#)

52.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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53.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[plast's solution](#)

54.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[plast's solution](#)

55.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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56.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,339 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[plast's solution](#)

57.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[plast's solution](#)

58.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
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59.

1847A

[The Man who became a God](#) · [Tutorial](#)

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60.

1845A

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61.

1821A

[Matching](#) · [Tutorial](#)

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62.

1814A

[Coins](#) · [Tutorial](#)

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[plast's solution](#)

63.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[plast's solution](#)

64.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,924 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[plast's solution](#)

65.

1810B

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Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[plast's solution](#)

66.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[plast's solution](#)

67.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[plast's solution](#)

68.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,976 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[plast's solution](#)

69.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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70.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[plast's solution](#)

71.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
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72.

1768A

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73.

1779A

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74.

1731A

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75.

1750B

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76.

1750A

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[plast's solution](#)

77.

1763A

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Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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78.

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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79.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[plast's solution](#)

80.

1767A

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Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[plast's solution](#)

81.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 45,998 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[plast's solution](#)

82.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[plast's solution](#)

83.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,065 global accepts · Rating: 800 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[plast's solution](#)

84.

1743B

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

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85.

1743A

[Password](#) · [Tutorial](#)

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86.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,047 global accepts · Rating: 800 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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87.

1764A

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Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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88.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,302 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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89.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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90.

1761A

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Quality: 36,593 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
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91.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math
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92.

1400A

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

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93.

1391B

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94.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[plast's solution](#)

95.

1371A

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[plast's solution](#)

96.

1358A

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Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, math
[plast's solution](#)

97.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

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98.

1348A

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[plast's solution](#)

99.

1337A

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Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[plast's solution](#)

100.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, math
[plast's solution](#)

101.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: strings
[plast's solution](#)

102.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: strings
[plast's solution](#)

103.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation, strings
[plast's solution](#)

104.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: implementation
[plast's solution](#)

105.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: implementation

[plast's solution](#)

106.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,496 global accepts · Rating: 800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[plast's solution](#)

107.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: implementation

[plast's solution](#)

108.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: implementation, math

[plast's solution](#)

109.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: graphs

[plast's solution](#)

110.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-26 · GNU C++11 (first AC) · Tags: implementation, sortings

[plast's solution](#)

111.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,232 global accepts · Rating: 800 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[plast's solution](#)

112.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation, math

[plast's solution](#)

113.

2209B

[Array](#) · [Tutorial](#)

Quality: 19,369 global accepts · Rating: 900 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[plast's solution](#)

114.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[plast's solution](#)

115.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,053 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[plast's solution](#)

116.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

117.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[plast's solution](#)

118.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

119.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[plast's solution](#)

120.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[plast's solution](#)

121.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,570 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[plast's solution](#)

122.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[plast's solution](#)

123.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[plast's solution](#)

124.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

125.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[plast's solution](#)

126.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[plast's solution](#)

127.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 900 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[plast's solution](#)

128.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[plast's solution](#)

129.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[plast's solution](#)

130.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[plast's solution](#)

131.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 900 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[plast's solution](#)

132.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 900 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[plast's solution](#)

133.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[plast's solution](#)

134.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math
[plast's solution](#)

135.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[plast's solution](#)

136.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math
[plast's solution](#)

137.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[plast's solution](#)

138.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,208 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math
[plast's solution](#)

139.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math
[plast's solution](#)

140.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[plast's solution](#)

141.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings
[plast's solution](#)

142.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: implementation, strings
[plast's solution](#)

143.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,318 global accepts · Rating: 900 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[plast's solution](#)

144.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: implementation
[plast's solution](#)

145.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[plast's solution](#)

146.

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, greedy, math
[plast's solution](#)

147.

103433M

[The Pleasant Walk](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

148.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[plast's solution](#)

149.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games

[plast's solution](#)

150.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,270 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[plast's solution](#)

151.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,913 global accepts · Rating: 1000 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[plast's solution](#)

152.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[plast's solution](#)

153.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[plast's solution](#)

154.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[plast's solution](#)

155.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[plast's solution](#)

156.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[plast's solution](#)

157.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[plast's solution](#)

158.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[plast's solution](#)

159.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[plast's solution](#)

160.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[plast's solution](#)

161.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[plast's solution](#)

162.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[plast's solution](#)

163.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[plast's solution](#)

164.

1785A

[Monsters \(easy version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[plast's solution](#)

165.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[plast's solution](#)

166.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[plast's solution](#)

167.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[plast's solution](#)

168.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[plast's solution](#)

169.

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[plast's solution](#)

170.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[plast's solution](#)

171.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[plast's solution](#)

172.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[plast's solution](#)

173.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[plast's solution](#)

174.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: greedy, math

[plast's solution](#)

175.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms

[plast's solution](#)

176.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: implementation

[plast's solution](#)

177.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[plast's solution](#)

178.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[plast's solution](#)

179.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[plast's solution](#)

180.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation

[plast's solution](#)

181.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,663 global accepts · Rating: 1100 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[plast's solution](#)

182.

2211B

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

Quality: 11,619 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[plast's solution](#)

183.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

184.

2173B

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

Quality: 18,126 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[plast's solution](#)

185.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[plast's solution](#)

186.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[plast's solution](#)

187.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[plast's solution](#)

188.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[plast's solution](#)

189.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[plast's solution](#)

190.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[plast's solution](#)

191.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[plast's solution](#)

192.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[plast's solution](#)

193.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[plast's solution](#)

194.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[plast's solution](#)

195.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[plast's solution](#)

196.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[plast's solution](#)

197.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[plast's solution](#)

198.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[plast's solution](#)

199.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[plast's solution](#)

200.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[plast's solution](#)

201.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,804 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[plast's solution](#)

202.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[plast's solution](#)

203.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[plast's solution](#)

204.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[plast's solution](#)

205.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[plast's solution](#)

206.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

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1685A

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1401B

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209.

1366A

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212.

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1087B

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214.

1015C

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216.

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217.

955A

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218.

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219.

2181H

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220.

2196A

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221.

2190A

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222.

2178C

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223.

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224.

2174A

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225.

2172E

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226.

2135A

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227.

1578E

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228.

1870B

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229.

2002C

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230.

1428B

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231.

2119B

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232.

2046A

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233.

2039C1

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234.

1608B

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[plast's solution](#)

235.

1704C

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236.

2053B

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[plast's solution](#)

237.

1983B

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238.

1954C

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239.

1954B

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[plast's solution](#)

240.

1951B

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241.

1916C

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Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games,

greedy, implementation, math

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242.

1909B

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[plast's solution](#)

243.

1808B

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244.

1799B

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245.

1763B

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246.

1747C

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[plast's solution](#)

247.

1371B

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[plast's solution](#)

248.

1354B

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[plast's solution](#)

249.

1355B

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Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[plast's solution](#)

250.

1355A

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Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[plast's solution](#)

251.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

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[plast's solution](#)

252.

1277B

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[plast's solution](#)

253.

1015B

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Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: implementation
[plast's solution](#)

254.

934B

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[plast's solution](#)

255.

940A

[Points on the line](#) · [Tutorial](#)

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[plast's solution](#)

256.

2208C

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[plast's solution](#)

257.

2211C1

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

Quality: 9,104 global accepts · Rating: 1300 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[plast's solution](#)

258.

2187A

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Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[plast's solution](#)

259.

2201A1

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

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[plast's solution](#)

260.

2181A

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Quality: 3,733 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings
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261.

2073L

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262.

103433A

[Company Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

263.

2172M

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Quality: 5,818 global accepts · Rating: 1300 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths
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264.

2169C

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Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers
[plast's solution](#)

265.

2152B

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266.

1870C

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267.

2127B

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268.

2129A

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269.

1889A

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270.

2124C

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271.

2119C

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272.

2112C

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273.

2101A

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[plast's solution](#)

274.

1942C1

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275.

1943A

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[plast's solution](#)

276.

1868A

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277.

1864C

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[plast's solution](#)

278.

1844C

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Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[plast's solution](#)

279.

1821C

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Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[plast's solution](#)

280.

1810C

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281.

1788C

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282.

1775B

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[plast's solution](#)

283.

1768C

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[plast's solution](#)

284.

1774C

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285.

1766C

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[plast's solution](#)

286.

1746C

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Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[plast's solution](#)

287.

1693A

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Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[plast's solution](#)

288.

1753A1

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Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[plast's solution](#)

289.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[plast's solution](#)

290.

1401C

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Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[plast's solution](#)

291.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[plast's solution](#)

292.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math, two pointers

[plast's solution](#)

293.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[plast's solution](#)

294.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: math

[plast's solution](#)

295.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[plast's solution](#)

296.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, math

[plast's solution](#)

297.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: implementation

[plast's solution](#)

298.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,639 global accepts · Rating: 1400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[plast's solution](#)

299.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,679 global accepts · Rating: 1400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[plast's solution](#)

300.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,541 global accepts · Rating: 1400 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[plast's solution](#)

301.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[plast's solution](#)

302.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[plast's solution](#)

303.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, number theory

[plast's solution](#)

304.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[plast's solution](#)

305.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[plast's solution](#)

306.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[plast's solution](#)

307.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

308.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[plast's solution](#)

309.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[plast's solution](#)

310.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[plast's solution](#)

311.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[plast's solution](#)

312.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[plast's solution](#)

313.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

data structures, greedy, implementation

[plast's solution](#)

314.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[plast's solution](#)

315.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[plast's solution](#)

316.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[plast's solution](#)

317.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[plast's solution](#)

318.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[plast's solution](#)

319.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[plast's solution](#)

320.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[plast's solution](#)

321.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[plast's solution](#)

322.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[plast's solution](#)

323.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[plast's solution](#)

324.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[plast's solution](#)

325.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[plast's solution](#)

326.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[plast's solution](#)

327.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[plast's solution](#)

328.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[plast's solution](#)

329.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, math

[plast's solution](#)

330.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[plast's solution](#)

331.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[plast's solution](#)

332.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[plast's solution](#)

333.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[plast's solution](#)

334.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[plast's solution](#)

335.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[plast's solution](#)

336.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[plast's solution](#)

337.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[plast's solution](#)

338.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[plast's solution](#)

339.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[plast's solution](#)

340.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[plast's solution](#)

341.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[plast's solution](#)

342.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[plast's solution](#)

343.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[plast's solution](#)

344.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[plast's solution](#)

345.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: implementation
[plast's solution](#)

346.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, greedy, math
[plast's solution](#)

347.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[plast's solution](#)

348.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[plast's solution](#)

349.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[plast's solution](#)

350.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory
[plast's solution](#)

351.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[plast's solution](#)

352.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings
[plast's solution](#)

353.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory
[plast's solution](#)

354.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[plast's solution](#)

355.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[plast's solution](#)

356.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[plast's solution](#)

357.

102348G

[Swap Letters](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

358.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[plast's solution](#)

359.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[plast's solution](#)

360.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[plast's solution](#)

361.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[plast's solution](#)

362.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[plast's solution](#)

363.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[plast's solution](#)

364.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math
[plast's solution](#)

365.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy, math
[plast's solution](#)

366.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[plast's solution](#)

367.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy
[plast's solution](#)

368.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, sortings
[plast's solution](#)

369.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[plast's solution](#)

370.

2207C

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

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[plast's solution](#)

371.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1600 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[plast's solution](#)

372.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[plast's solution](#)

373.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[plast's solution](#)

374.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,892 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[plast's solution](#)

375.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[plast's solution](#)

376.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[plast's solution](#)

377.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[plast's solution](#)

378.

2046B

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

Quality: 10,867 global accepts · Rating: 1600 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[plast's solution](#)

379.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[plast's solution](#)

380.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[plast's solution](#)

381.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[plast's solution](#)

382.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[plast's solution](#)

383.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[plast's solution](#)

384.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[plast's solution](#)

385.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[plast's solution](#)

386.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[plast's solution](#)

387.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[plast's solution](#)

388.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[plast's solution](#)

389.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[plast's solution](#)

390.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[plast's solution](#)

391.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[plast's solution](#)

392.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[plast's solution](#)

393.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[plast's solution](#)

394.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[plast's solution](#)

395.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[plast's solution](#)

396.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[plast's solution](#)

397.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[plast's solution](#)

398.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[plast's solution](#)

399.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[plast's solution](#)

400.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[plast's solution](#)

401.

1337C

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

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[plast's solution](#)

402.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[plast's solution](#)

403.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, two pointers

[plast's solution](#)

404.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[plast's solution](#)

405.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

406.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: brute force

[plast's solution](#)

407.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: geometry

[plast's solution](#)

408.

2201B

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

Quality: 4,950 global accepts · Rating: 1700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[plast's solution](#)

409.

2201A2

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

Quality: 5,082 global accepts · Rating: 1700 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[plast's solution](#)

410.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[plast's solution](#)

411.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, number theory

[plast's solution](#)

412.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[plast's solution](#)

413.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[plast's solution](#)

414.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[plast's solution](#)

415.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[plast's solution](#)

416.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · last AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[plast's solution](#)

417.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[plast's solution](#)

418.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[plast's solution](#)

419.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[plast's solution](#)

420.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[plast's solution](#)

421.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[plast's solution](#)

422.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[plast's solution](#)

423.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[plast's solution](#)

424.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[plast's solution](#)

425.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[plast's solution](#)

426.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[plast's solution](#)

427.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[plast's solution](#)

428.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[plast's solution](#)

429.

2089A

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

Quality: 7,193 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[plast's solution](#)

430.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[plast's solution](#)

431.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[plast's solution](#)

432.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[plast's solution](#)

433.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[plast's solution](#)

434.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[plast's solution](#)

435.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[plast's solution](#)

436.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[plast's solution](#)

437.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[plast's solution](#)

438.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[plast's solution](#)

439.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[plast's solution](#)

440.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[plast's solution](#)

441.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

442.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[plast's solution](#)

443.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[plast's solution](#)

444.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[plast's solution](#)

445.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[plast's solution](#)

446.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[plast's solution](#)

447.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[plast's solution](#)

448.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[plast's solution](#)

449.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,134 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[plast's solution](#)

450.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[plast's solution](#)

451.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[plast's solution](#)

452.

1693B

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

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[plast's solution](#)

453.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[plast's solution](#)

454.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[plast's solution](#)

455.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,297 global accepts · Rating: 1700 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: binary search, math

[plast's solution](#)

456.

1341D

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

Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[plast's solution](#)

457.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[plast's solution](#)

458.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings

[plast's solution](#)

459.

1269C

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

Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[plast's solution](#)

460.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[plast's solution](#)

461.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: implementation, trees

[plast's solution](#)

462.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[plast's solution](#)

463.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[plast's solution](#)

464.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,199 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[plast's solution](#)

465.

2211C2

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

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[plast's solution](#)

466.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

467.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[plast's solution](#)

468.

2196C1

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

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[plast's solution](#)

469.

103433D

[Similar Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

470.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[plast's solution](#)

471.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[plast's solution](#)

472.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[plast's solution](#)

473.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[plast's solution](#)

474.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[plast's solution](#)

475.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings

[plast's solution](#)

476.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and

similar, graphs, trees

[plast's solution](#)

477.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[plast's solution](#)

478.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[plast's solution](#)

479.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[plast's solution](#)

480.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[plast's solution](#)

481.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[plast's solution](#)

482.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[plast's solution](#)

483.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[plast's solution](#)

484.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[plast's solution](#)

485.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[plast's solution](#)

486.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[plast's solution](#)

487.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
[plast's solution](#)

488.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,010 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[plast's solution](#)

489.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[plast's solution](#)

490.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,000 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[plast's solution](#)

491.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[plast's solution](#)

492.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[plast's solution](#)

493.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[plast's solution](#)

494.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-12-21 · last AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[plast's solution](#)

495.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[plast's solution](#)

496.

1758D

[Range = " SumTutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[plast's solution](#)

497.

1718A1

[Burenka and Traditions \(easy version\) · Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[plast's solution](#)

498.

1446B

[Catching Cheaters · Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, strings

[plast's solution](#)

499.

1401D

[Maximum Distributed Tree · Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[plast's solution](#)

500.

1355C

[Count Triangles · Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[plast's solution](#)

501.

1339D

[Edge Weight Assignment · Tutorial](#)

Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[plast's solution](#)

502.

1282C

[Petya and Exam · Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[plast's solution](#)

503.

2211D

[AND-array · Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-29 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[plast's solution](#)

504.

2154D

[Catshock · Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[plast's solution](#)

505.

2073A

[Control Towers · Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

506.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[plast's solution](#)

507.

103433B

[LaTeX Expert](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

508.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[plast's solution](#)

509.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,969 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[plast's solution](#)

510.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,638 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[plast's solution](#)

511.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[plast's solution](#)

512.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[plast's solution](#)

513.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[plast's solution](#)

514.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[plast's solution](#)

515.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[plast's solution](#)

516.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[plast's solution](#)

517.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[plast's solution](#)

518.

1887A2

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

Rating: 1900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[plast's solution](#)

519.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[plast's solution](#)

520.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[plast's solution](#)

521.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[plast's solution](#)

522.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[plast's solution](#)

523.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[plast's solution](#)

524.

2089B1

[Canteen \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[plast's solution](#)

525.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[plast's solution](#)

526.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[plast's solution](#)

527.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[plast's solution](#)

528.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[plast's solution](#)

529.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[plast's solution](#)

530.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[plast's solution](#)

531.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[plast's solution](#)

532.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[plast's solution](#)

533.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[plast's solution](#)

534.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[plast's solution](#)

535.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[plast's solution](#)

536.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[plast's solution](#)

537.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[plast's solution](#)

538.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[plast's solution](#)

539.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[plast's solution](#)

540.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[plast's solution](#)

541.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[plast's solution](#)

542.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[plast's solution](#)

543.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[plast's solution](#)

544.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[plast's solution](#)

545.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation,

math

[plast's solution](#)

546.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[plast's solution](#)

547.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-07-31 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[plast's solution](#)

548.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks

[plast's solution](#)

549.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[plast's solution](#)

550.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[plast's solution](#)

551.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[plast's solution](#)

552.

2196C2

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

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[plast's solution](#)

553.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

554.

103433L

[Berland University](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

555.

103433K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

556.

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

557.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[plast's solution](#)

558.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[plast's solution](#)

559.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[plast's solution](#)

560.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[plast's solution](#)

561.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[plast's solution](#)

562.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[plast's solution](#)

563.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[plast's solution](#)

564.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[plast's solution](#)

565.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[plast's solution](#)

566.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[plast's solution](#)

567.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[plast's solution](#)

568.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[plast's solution](#)

569.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[plast's solution](#)

570.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[plast's solution](#)

571.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[plast's solution](#)

572.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[plast's solution](#)

573.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[plast's solution](#)

574.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[plast's solution](#)

575.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[plast's solution](#)

576.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[plast's solution](#)

577.

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[plast's solution](#)

578.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[plast's solution](#)

579.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings
[plast's solution](#)

580.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[plast's solution](#)

581.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[plast's solution](#)

582.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[plast's solution](#)

583.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[plast's solution](#)

584.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers
[plast's solution](#)

585.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[plast's solution](#)

586.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math
[plast's solution](#)

587.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[plast's solution](#)

588.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[plast's solution](#)

589.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[plast's solution](#)

590.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[plast's solution](#)

591.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, strings, trees

[plast's solution](#)

592.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 2100 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, number theory

[plast's solution](#)

593.

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[plast's solution](#)

594.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[plast's solution](#)

595.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[plast's solution](#)

596.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[plast's solution](#)

597.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[plast's solution](#)

598.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[plast's solution](#)

599.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[plast's solution](#)

600.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[plast's solution](#)

601.

2135D1

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

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[plast's solution](#)

602.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[plast's solution](#)

603.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[plast's solution](#)

604.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[plast's solution](#)

605.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[plast's solution](#)

606.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[plast's solution](#)

607.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[plast's solution](#)

608.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[plast's solution](#)

609.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[plast's solution](#)

610.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, number theory, trees

[plast's solution](#)

611.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[plast's solution](#)

612.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[plast's solution](#)

613.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[plast's solution](#)

614.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[plast's solution](#)

615.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[plast's solution](#)

616.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[plast's solution](#)

617.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[plast's solution](#)

618.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[plast's solution](#)

619.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[plast's solution](#)

620.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[plast's solution](#)

621.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[plast's solution](#)

622.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[plast's solution](#)

623.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[plast's solution](#)

624.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[plast's solution](#)

625.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games,

math, probabilities, sortings, strings, trees

[plast's solution](#)

626.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[plast's solution](#)

627.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[plast's solution](#)

628.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[plast's solution](#)

629.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[plast's solution](#)

630.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[plast's solution](#)

631.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[plast's solution](#)

632.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[plast's solution](#)

633.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[plast's solution](#)

634.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,834 global accepts · Rating: 2200 · first AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[plast's solution](#)

635.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[plast's solution](#)

636.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

637.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[plast's solution](#)

638.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[plast's solution](#)

639.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[plast's solution](#)

640.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[plast's solution](#)

641.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[plast's solution](#)

642.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[plast's solution](#)

643.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[plast's solution](#)

644.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[plast's solution](#)

645.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities
[plast's solution](#)

646.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[plast's solution](#)

647.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings
[plast's solution](#)

648.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths
[plast's solution](#)

649.

2034E

[Permutations Harmony](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[plast's solution](#)

650.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[plast's solution](#)

651.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[plast's solution](#)

652.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[plast's solution](#)

653.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[plast's solution](#)

654.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[plast's solution](#)

655.

102348C

[Marbles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

656.

1216E2

[Numerical Sequence \(hard version\) · Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: binary search, math

[plast's solution](#)

657.

2187C

[Jerry and Tom · Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[plast's solution](#)

658.

2190C

[Comparable Permutations · Tutorial](#)

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[plast's solution](#)

659.

103433E

[Horseback Riding · Tutorial](#)

Rating: 2300 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

660.

2159C

[Twin Polynomials · Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[plast's solution](#)

661.

2180E

[No Effect XOR · Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[plast's solution](#)

662.

2172J

[Sliding Tiles · Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[plast's solution](#)

663.

2172L

[Maximum Color Segment · Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[plast's solution](#)

664.

2164E

[Journey · Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[plast's solution](#)

665.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest

paths

[plast's solution](#)

666.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[plast's solution](#)

667.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[plast's solution](#)

668.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[plast's solution](#)

669.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[plast's solution](#)

670.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, graphs, math

[plast's solution](#)

671.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[plast's solution](#)

672.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[plast's solution](#)

673.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[plast's solution](#)

674.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[plast's solution](#)

675.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[plast's solution](#)

676.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[plast's solution](#)

677.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[plast's solution](#)

678.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[plast's solution](#)

679.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[plast's solution](#)

680.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[plast's solution](#)

681.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[plast's solution](#)

682.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[plast's solution](#)

683.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers

[plast's solution](#)

684.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[plast's solution](#)

685.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[plast's solution](#)

686.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[plast's solution](#)

687.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[plast's solution](#)

688.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[plast's solution](#)

689.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[plast's solution](#)

690.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[plast's solution](#)

691.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[plast's solution](#)

692.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

693.

103433C

[New Year Presents](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

694.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[plast's solution](#)

695.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, greedy
[plast's solution](#)

696.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[plast's solution](#)

697.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs
[plast's solution](#)

698.

1089K

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

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[plast's solution](#)

699.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[plast's solution](#)

700.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[plast's solution](#)

701.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[plast's solution](#)

702.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[plast's solution](#)

703.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp
[plast's solution](#)

704.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory
[plast's solution](#)

705.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[plast's solution](#)

706.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math
[plast's solution](#)

707.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math
[plast's solution](#)

708.

1912H

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

Quality: 605 global accepts · Rating: 2400 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs
[plast's solution](#)

709.

1912G

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

Quality: 585 global accepts · Rating: 2400 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[plast's solution](#)

710.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, matrices
[plast's solution](#)

711.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[plast's solution](#)

712.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[plast's solution](#)

713.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[plast's solution](#)

714.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[plast's solution](#)

715.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[plast's solution](#)

716.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[plast's solution](#)

717.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[plast's solution](#)

718.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[plast's solution](#)

719.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[plast's solution](#)

720.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[plast's solution](#)

721.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-12-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[plast's solution](#)

722.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[plast's solution](#)

723.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[plast's solution](#)

724.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[plast's solution](#)

725.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[plast's solution](#)

726.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[plast's solution](#)

727.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[plast's solution](#)

728.

2211E

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

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[plast's solution](#)

729.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[plast's solution](#)

730.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[plast's solution](#)

731.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[plast's solution](#)

732.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[plast's solution](#)

733.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[plast's solution](#)

734.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[plast's solution](#)

735.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[plast's solution](#)

736.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[plast's solution](#)

737.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, math

[plast's solution](#)

738.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[plast's solution](#)

739.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[plast's solution](#)

740.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy

[plast's solution](#)

741.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[plast's solution](#)

742.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[plast's solution](#)

743.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[plast's solution](#)

744.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[plast's solution](#)

745.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[plast's solution](#)

746.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[plast's solution](#)

747.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[plast's solution](#)

748.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[plast's solution](#)

749.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[plast's solution](#)

750.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[plast's solution](#)

751.

103433F

[How to Learn You Score](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

752.

2138D

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

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · last AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[plast's solution](#)

753.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[plast's solution](#)

754.

2002F1

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

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[plast's solution](#)

755.

2129D

[Permutation Blackhole · Tutorial](#)

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[plast's solution](#)

756.

1893D

[Colorful Constructive · Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[plast's solution](#)

757.

1889C2

[Doremy's Drying Plan \(Hard Version\) · Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[plast's solution](#)

758.

1566F

[Points Movement · Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[plast's solution](#)

759.

1704F

[Colouring Game · Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games

[plast's solution](#)

760.

1975F

[Set · Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[plast's solution](#)

761.

2053F

[Earnest Matrix Complement · Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[plast's solution](#)

762.

2045J

[Xorderable Array · Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[plast's solution](#)

763.

1906B

[Button Pressing · Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[plast's solution](#)

764.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[plast's solution](#)

765.

2154F1

[Bombing \(Easy Version\)](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[plast's solution](#)

766.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[plast's solution](#)

767.

2077E

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

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[plast's solution](#)

768.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[plast's solution](#)

769.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[plast's solution](#)

770.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[plast's solution](#)

771.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[plast's solution](#)

772.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[plast's solution](#)

773.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[plast's solution](#)

774.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[plast's solution](#)

775.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[plast's solution](#)

776.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, implementation

[plast's solution](#)

777.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[plast's solution](#)

778.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[plast's solution](#)

779.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, sortings

[plast's solution](#)

780.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[plast's solution](#)

781.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[plast's solution](#)

782.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[plast's solution](#)

783.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[plast's solution](#)

784.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy
[plast's solution](#)

785.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[plast's solution](#)

786.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[plast's solution](#)

787.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[plast's solution](#)

788.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[plast's solution](#)

789.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

790.

2172C

[Circles Are Far from Each Other](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[plast's solution](#)

791.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[plast's solution](#)

792.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[plast's solution](#)

793.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[plast's solution](#)

794.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[plast's solution](#)

795.

104393I

[Improving the Neighborhood](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

796.

104393B

[BWS Baker Web Service](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

797.

104393J

[Jane's Party Salad](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

798.

104393C

[Counting Risk Factors](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

799.

104393E

[Elisa's Melodies](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

800.

104393H

[Harvesting Apples](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

801.

104393F

[Funny Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

802.

104393G

[Getting the Real Weight](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

803.

104393D

[Destroying Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

804.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[plast's solution](#)

805.

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

806.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

807.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · last AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

808.

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

809.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

810.

104848G

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

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

811.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

812.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

813.

104848H

[Roman Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

814.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

815.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

816.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

817.

105657J

[Japanese Bands](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

818.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

819.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

820.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

821.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

822.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

823.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

824.

106369J

[Grow Measure Cut Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · last AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

825.

106369I

[Drake Robbing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

826.

106369K

[Bad Bunny](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

827.

106369F

[Land Division](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

828.

106369H

[The Duel of Smokin' Joe](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

829.

106369D

[Good Goalie](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

830.

106369G

[Not So Close](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

831.

106369C

[Snailography](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

832.

106369B

[We Want You Happy!](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

833.

106369E

[Most Valuable Pez](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

834.

106369A

[Lucky 7](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

835.

106252G

[Collision Damage](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

836.

106252A

[Square Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

837.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

838.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

839.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

840.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

841.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

842.

106047I

[Heap](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

843.

106047A

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

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

844.

106047J

[Triangle City](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

845.

106047L

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

846.

106047E

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

847.

106047H

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

848.

106047F

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

849.

106189C

[And again the maze](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

850.

106189B

[Old Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · PyPy 3-64 (first AC) · Tags: —

[plast's solution](#)

851.

106189I

[Agronomist](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

852.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

853.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

854.

106189F

[Classic Tetris: Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

855.

106189E

[Pluses and minuses](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

856.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

857.

106189L

[Bitwise operations](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

858.

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

859.

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

860.

106189H

[IP v6](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

861.

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

862.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

863.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

864.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

865.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

866.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

867.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

868.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

869.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

870.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

871.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

872.

106268G

[Charity Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

873.

106268J

[ICPC Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

874.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

875.

106268A

[Tatami Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

876.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

877.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

878.

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

879.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

880.

106185H

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

881.

106185G

[Number of Faces](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

882.

106185F

[Dog Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

883.

106185E

[To Be Discontinued](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

884.

106185D

[Ancient Game Board](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

885.

106185C

[Calendar of an Enthusiastic Worker](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

886.

106185B

[Prefix and Suffix Can Be the Same](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

887.

106185A

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

888.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · last AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

889.

102893E

[Prank at IKEA](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

890.

102893I

[Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

891.

102893L

[The Firm Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

892.

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

893.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

894.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

895.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

896.

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

897.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

898.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

899.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · Python 3 (first AC) · Tags: —

[plast's solution](#)

900.

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

901.

103990D

[Distance and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

902.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

903.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

904.

103990C

[Correct](#) · [Tutorial](#)

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905.

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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906.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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907.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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908.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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909.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · last AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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910.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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912.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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913.

104118G

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Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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914.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

915.

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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916.

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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917.

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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918.

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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919.

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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920.

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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921.

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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922.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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923.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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924.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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925.

106164H

[Home Workout Playlist](#) · [Tutorial](#)

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926.

106164C

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Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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927.

106164M

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

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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928.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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929.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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930.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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931.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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932.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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933.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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934.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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935.

103102L

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936.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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937.

103102F

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Rating: — · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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938.

103102M

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939.

103102B

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940.

103102E

[Divisible by 3](#) · [Tutorial](#)

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941.

106084I

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942.

106084L

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943.

106084E

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944.

106084J

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Rating: — · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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945.

106084D

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946.

106084C

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947.

106084B

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948.

106084A

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

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949.

103640C

[Cyclists versus Clouds](#) · [Tutorial](#)

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950.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

951.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

952.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

953.

103640H

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

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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954.

103640I

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Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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955.

103640J

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Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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956.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —

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957.

103640K

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958.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

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959.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

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960.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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961.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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962.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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963.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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964.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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965.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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966.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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967.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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968.

104614B

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

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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969.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[plast's solution](#)

970.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

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971.

105461G

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973.

105461H

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976.

105461B

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977.

105461D

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105461J

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979.

105461E

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981.

105584F

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Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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982.

105584E

[Colorful Residential Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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983.

105584D

[A Bug That's Not a Pill Bug](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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984.

105584C

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

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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985.

105584B

[Overtaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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986.

105584A

[Snacks within 300 Yen](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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987.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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988.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: —

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[Infinite Cash](#) · [Tutorial](#)

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103438E

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1002.

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1003.

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1012.

105677H

[The king of SWERC](#) · [Tutorial](#)

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1013.

105562B

[Binary Search](#) · [Tutorial](#)

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1014.

105562M

[Mouse Trap](#) · [Tutorial](#)

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1015.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1016.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1017.

105562C

[Connect Five](#) · [Tutorial](#)

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1018.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

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1019.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1020.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1021.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1022.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1023.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1024.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1025.

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1026.

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1027.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1028.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1029.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1030.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1031.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1032.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1033.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1034.

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1035.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1036.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1037.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1038.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1039.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1040.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1041.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1042.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1043.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1044.

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1045.

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1046.

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1047.

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1048.

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1049.

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1050.

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1051.

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1052.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1053.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1054.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1055.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1056.

104172L

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

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1057.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1058.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1059.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1060.

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1061.

105383E

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

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1062.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1063.

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1064.

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1065.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1066.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1067.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1068.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1069.

104772F

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1070.

104772I

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1071.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1072.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1073.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1074.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1075.

104772D

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1076.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1077.

104772A

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1078.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1079.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1080.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1081.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1082.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1083.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1084.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1085.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1086.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1087.

104945B

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

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1088.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1089.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1090.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1091.

104945F

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

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1092.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1093.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1094.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1095.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1096.

105053F

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

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1097.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1098.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1099.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1100.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1101.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1102.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1103.

105112H

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

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1104.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1105.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1106.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1107.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1108.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1109.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[plast's solution](#)

1110.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1111.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1112.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1113.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1114.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1115.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1116.

104790A

[\texttt{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1117.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1118.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1119.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1120.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1121.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1122.

101471C

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

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1123.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1124.

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1125.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1126.

101471I

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

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1127.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1128.

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1129.

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1130.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1131.

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1132.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1133.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1134.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1135.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1136.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1137.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1138.

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1139.

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1140.

101485D

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1141.

101485J

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1142.

101485I

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1143.

102500J

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1144.

102500G

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1145.

102500C

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1146.

102500F

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1147.

102500E

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1148.

102500I

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1149.

104832G

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Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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1150.

104832K

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1151.

104832D

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1152.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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1153.

104832F

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1154.

104832A

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1155.

102511E

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Rating: — · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
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1156.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —
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1157.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1158.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1159.

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1160.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1161.

104633O

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

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1162.

104633E

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

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1163.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1164.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —

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1165.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1166.

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1167.

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1168.

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1169.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[plast's solution](#)

1170.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[plast's solution](#)

1171.

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[plast's solution](#)

1172.

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1173.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1174.

101987B

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Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1175.

101987A

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Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[plast's solution](#)

1176.

101987G

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Rating: — · first AC: 2023-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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1177.

101987L

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1178.

101987D

[Go Latin](#) · [Tutorial](#)

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1179.

104666B

[Be Geeks!](#) · [Tutorial](#)

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1180.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1181.

104666H

[K==S](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1182.

104666E

[Deep800080](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1183.

104666I

[Ponk Warshall](#) · [Tutorial](#)

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1184.

104666L

[The Bugs](#) · [Tutorial](#)

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1185.

104666D

[Crimson Sexy Jalapeños](#) · [Tutorial](#)

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1186.

104666G

[Light Emitting Hindenburg](#) · [Tutorial](#)

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1187.

104666F

[Zeldain Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1188.

104666A

[ABB](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1189.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

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1190.

102348J

[Monocarp and T-Shirts](#) · [Tutorial](#)

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1191.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1192.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1193.

102348E

[Painting The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1194.

102348B

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

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1195.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1196.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1197.

102348F

[The Number of Products](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[plast's solution](#)

1198.

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1199.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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1200.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
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1201.

101620G

[Gambling Guide](#) · [Tutorial](#)

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1202.

101620H

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1203.

101620J

[Justified Jungle](#) · [Tutorial](#)

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1204.

101620A

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1205.

104288A

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

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1206.

104288F

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

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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1207.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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1208.

104288C

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1209.

104288H

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1210.

104288L

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1211.

101630L

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Rating: — · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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1212.

101630D

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Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1213.

101630A

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Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1214.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1215.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1216.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1217.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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1218.

104064E

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Rating: — · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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1219.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1220.

104064D

[Dyson Circle](#) · [Tutorial](#)

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1221.

104064H

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1222.

104064G

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1223.

104064J

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Rating: — · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1224.

104064K

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Rating: — · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1225.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1226.

100543E

[Can't stop playing](#) · [Tutorial](#)

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1227.

100543F

[Vocabulary](#) · [Tutorial](#)

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1228.

100543D

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1229.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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1230.

100543I

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1231.

100543C

[Sums](#) · [Tutorial](#)

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1232.

102920L

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1233.

102920I

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1235.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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1236.

102920J

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1237.

102920C

[Dessert Café](#) · [Tutorial](#)

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1238.

102920E

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1239.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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1240.

102920B

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

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[plast's solution](#)

1241.

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1242.

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1243.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1244.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1245.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[plast's solution](#)

1246.

104252L

[Lazy Printing](#) · [Tutorial](#)

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1247.

104252A

[Asking for Money](#) · [Tutorial](#)

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1248.

104252E

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1249.

104252D

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Rating: — · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1250.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

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1251.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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1252.

101572K

[Kayaking Trip](#) · [Tutorial](#)

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1253.

101572E

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1254.

101572G

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1255.

101572D

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

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1256.

101572I

[Import Spaghetti](#) · [Tutorial](#)

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1257.

101572B

[Best Relay Team](#) · [Tutorial](#)

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1258.

101572J

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1259.

101173B

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1260.

101173C

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1261.

101173K

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1262.

101173H

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1263.

101173J

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1264.

101173F

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1265.

101173A

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1266.

101669A

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101669E

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1268.

101669J

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1269.

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101669K

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1272.

101669G

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1273.

101480E

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101480B

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1275.

101480H

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1276.

101480K

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101480D

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101480A

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101128F

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1280.

101128J

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1281.

101128E

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101128C

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1283.

101128A

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1284.

101128B

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1285.

101128G

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1286.

101128H

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1287.

101128D

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1288.

104020G

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1289.

104020A

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1290.

104020C

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1291.

104020J

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1292.

104020D

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104020H

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1294.

104020L

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1295.

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1296.

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1297.

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1298.

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103049G

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103049A

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103049I

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1308.

103049K

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1310.

102501A

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1311.

102501G

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1312.

102501K

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1313.

102501J

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1314.

102501F

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1315.

102501C

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1316.

102501I

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102501B

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1318.

101653T

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1321.

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