

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

<https://cfelitetracker.vercel.app>

### Unique solved — ppc\_qjd

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

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

Filters: [none](#)

Count: 275

1.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

[ppc\\_qjd's solution](#)

2.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#)

[ppc\\_qjd's solution](#)

3.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [strings](#)

[ppc\\_qjd's solution](#)

4.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: [brute force](#), [implementation](#), [math](#)

[ppc\\_qjd's solution](#)

5.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: [constructive algorithms](#), [math](#)

[ppc\\_qjd's solution](#)

6.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: [brute force](#)

[ppc\\_qjd's solution](#)

7.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2018-06-10 · Python 3 (first AC) · Tags: [brute force](#), [math](#)

[ppc\\_qjd's solution](#)

8.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#)

[ppc\\_qjd's solution](#)

9.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

10.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[ppc\\_qjd's solution](#)

**11.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ppc\\_qjd's solution](#)

**12.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ppc\\_qjd's solution](#)

**13.**

1027A

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

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

[ppc\\_qjd's solution](#)

**14.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2018-06-10 · Python 3 (first AC) · Tags: math

[ppc\\_qjd's solution](#)

**15.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ppc\\_qjd's solution](#)

**16.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ppc\\_qjd's solution](#)

**17.**

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[ppc\\_qjd's solution](#)

**18.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ppc\\_qjd's solution](#)

**19.**

1091B

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

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

[ppc\\_qjd's solution](#)

**20.**

1027B

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

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

[ppc\\_qjd's solution](#)

**21.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers  
[ppc\\_qjd's solution](#)

**22.**

1119B

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

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

**23.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[ppc\\_qjd's solution](#)

**24.**

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation  
[ppc\\_qjd's solution](#)

**25.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ppc\\_qjd's solution](#)

**26.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory  
[ppc\\_qjd's solution](#)

**27.**

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ppc\\_qjd's solution](#)

**28.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[ppc\\_qjd's solution](#)

**29.**

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ppc\\_qjd's solution](#)

**30.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ppc\\_qjd's solution](#)

**31.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ppc\\_qjd's solution](#)

**32.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ppc\\_qjd's solution](#)

**33.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ppc\\_qjd's solution](#)

**34.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[ppc\\_qjd's solution](#)

**35.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: trees

[ppc\\_qjd's solution](#)

**36.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[ppc\\_qjd's solution](#)

**37.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[ppc\\_qjd's solution](#)

**38.**

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: greedy

[ppc\\_qjd's solution](#)

**39.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, sortings

[ppc\\_qjd's solution](#)

**40.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: geometry, hashing, number theory

[ppc\\_qjd's solution](#)

**41.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ppc\\_qjd's solution](#)

**42.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs,

implementation

[ppc\\_qjd's solution](#)

**43.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[ppc\\_qjd's solution](#)

**44.**

1237C1

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

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

[ppc\\_qjd's solution](#)

**45.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ppc\\_qjd's solution](#)

**46.**

1168A

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

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

[ppc\\_qjd's solution](#)

**47.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[ppc\\_qjd's solution](#)

**48.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ppc\\_qjd's solution](#)

**49.**

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ppc\\_qjd's solution](#)

**50.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ppc\\_qjd's solution](#)

**51.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[ppc\\_qjd's solution](#)

**52.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ppc\\_qjd's solution](#)

**53.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,910 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy  
[ppc\\_qjd's solution](#)

**54.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
[ppc\\_qjd's solution](#)

**55.**

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[ppc\\_qjd's solution](#)

**56.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[ppc\\_qjd's solution](#)

**57.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[ppc\\_qjd's solution](#)

**58.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ppc\\_qjd's solution](#)

**59.**

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[ppc\\_qjd's solution](#)

**60.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings  
[ppc\\_qjd's solution](#)

**61.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, trees  
[ppc\\_qjd's solution](#)

**62.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[ppc\\_qjd's solution](#)

**63.**

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry  
[ppc\\_qjd's solution](#)

**64.**

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math  
[ppc\\_qjd's solution](#)

**65.**

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation  
[ppc\\_qjd's solution](#)

**66.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers  
[ppc\\_qjd's solution](#)

**67.**

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[ppc\\_qjd's solution](#)

**68.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs  
[ppc\\_qjd's solution](#)

**69.**

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[ppc\\_qjd's solution](#)

**70.**

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings  
[ppc\\_qjd's solution](#)

**71.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation  
[ppc\\_qjd's solution](#)

**72.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers  
[ppc\\_qjd's solution](#)

**73.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search  
[ppc\\_qjd's solution](#)

- 74.**  
1120A  
[Diana and Liana](#) · [Tutorial](#)  
Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers  
[ppc\\_qjd's solution](#)
- 75.**  
1081E  
[Missing Numbers](#) · [Tutorial](#)  
Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[ppc\\_qjd's solution](#)
- 76.**  
1071B  
[Minimum path](#) · [Tutorial](#)  
Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing  
[ppc\\_qjd's solution](#)
- 77.**  
1063C  
[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)  
Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive  
[ppc\\_qjd's solution](#)
- 78.**  
1060D  
[Social Circles](#) · [Tutorial](#)  
Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math  
[ppc\\_qjd's solution](#)
- 79.**  
1132F  
[Clear the String](#) · [Tutorial](#)  
Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ppc\\_qjd's solution](#)
- 80.**  
1237D  
[Balanced Playlist](#) · [Tutorial](#)  
Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[ppc\\_qjd's solution](#)
- 81.**  
1142B  
[Lynrd Skynrd](#) · [Tutorial](#)  
Quality: 3,740 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees  
[ppc\\_qjd's solution](#)
- 82.**  
1083B  
[The Fair Nut and Strings](#) · [Tutorial](#)  
Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, strings  
[ppc\\_qjd's solution](#)
- 83.**  
1060E  
[Sergey and Subway](#) · [Tutorial](#)  
Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[ppc\\_qjd's solution](#)

**84.**

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[ppc\\_qjd's solution](#)

**85.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ppc\\_qjd's solution](#)

**86.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[ppc\\_qjd's solution](#)

**87.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: dp, strings

[ppc\\_qjd's solution](#)

**88.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

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

[ppc\\_qjd's solution](#)

**89.**

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[ppc\\_qjd's solution](#)

**90.**

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ppc\\_qjd's solution](#)

**91.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ppc\\_qjd's solution](#)

**92.**

903D

[Almost Difference](#) · [Tutorial](#)

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[ppc\\_qjd's solution](#)

**93.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ppc\\_qjd's solution](#)

**94.**

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, hashing

[ppc\\_qjd's solution](#)

- 95.**  
1208E  
[Let Them Slide](#) · [Tutorial](#)  
Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[ppc\\_qjd's solution](#)
- 96.**  
1179C  
[Serge and Dining Room](#) · [Tutorial](#)  
Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees  
[ppc\\_qjd's solution](#)
- 97.**  
1168C  
[And Reachability](#) · [Tutorial](#)  
Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[ppc\\_qjd's solution](#)
- 98.**  
1149B  
[Three Religions](#) · [Tutorial](#)  
Quality: 2,046 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[ppc\\_qjd's solution](#)
- 99.**  
1132D  
[Stressful Training](#) · [Tutorial](#)  
Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[ppc\\_qjd's solution](#)
- 100.**  
915E  
[Physical Education Lessons](#) · [Tutorial](#)  
Quality: 5,573 global accepts · Rating: 2300 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings  
[ppc\\_qjd's solution](#)
- 101.**  
177F2  
[Script Generation](#) · [Tutorial](#)  
Quality: 242 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ppc\\_qjd's solution](#)
- 102.**  
1009G  
[Allowed Letters](#) · [Tutorial](#)  
Quality: 1,067 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy  
[ppc\\_qjd's solution](#)
- 103.**  
1423J  
[Bubble Cup hypothesis](#) · [Tutorial](#)  
Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math  
[ppc\\_qjd's solution](#)
- 104.**  
323C  
[Two permutations](#) · [Tutorial](#)  
Quality: 675 global accepts · Rating: 2400 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ppc\\_qjd's solution](#)

**105.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[ppc\\_qjd's solution](#)

**106.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ppc\\_qjd's solution](#)

**107.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · last AC: 2019-11-08 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs  
[ppc\\_qjd's solution](#)

**108.**

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings  
[ppc\\_qjd's solution](#)

**109.**

1237E

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

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

**110.**

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
[ppc\\_qjd's solution](#)

**111.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[ppc\\_qjd's solution](#)

**112.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[ppc\\_qjd's solution](#)

**113.**

1016E

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

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: binary search, geometry  
[ppc\\_qjd's solution](#)

**114.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math  
[ppc\\_qjd's solution](#)

**115.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, geometry  
[ppc\\_qjd's solution](#)

**116.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[ppc\\_qjd's solution](#)

**117.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[ppc\\_qjd's solution](#)

**118.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[ppc\\_qjd's solution](#)

**119.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[ppc\\_qjd's solution](#)

**120.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[ppc\\_qjd's solution](#)

**121.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ppc\\_qjd's solution](#)

**122.**

135D

[Cycle](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 2500 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, implementation

[ppc\\_qjd's solution](#)

**123.**

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures

[ppc\\_qjd's solution](#)

**124.**

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2600 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[ppc\\_qjd's solution](#)

**125.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[ppc\\_qjd's solution](#)

**126.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[ppc\\_qjd's solution](#)

**127.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[ppc\\_qjd's solution](#)

**128.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[ppc\\_qjd's solution](#)

**129.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[ppc\\_qjd's solution](#)

**130.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ppc\\_qjd's solution](#)

**131.**

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ppc\\_qjd's solution](#)

**132.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ppc\\_qjd's solution](#)

**133.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ppc\\_qjd's solution](#)

**134.**

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: brute force, geometry

[ppc\\_qjd's solution](#)

**135.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ppc\\_qjd's solution](#)

**136.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ppc\\_qjd's solution](#)

**137.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees  
[ppc\\_qjd's solution](#)

**138.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[ppc\\_qjd's solution](#)

**139.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
[ppc\\_qjd's solution](#)

**140.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices  
[ppc\\_qjd's solution](#)

**141.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ppc\\_qjd's solution](#)

**142.**

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices  
[ppc\\_qjd's solution](#)

**143.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths  
[ppc\\_qjd's solution](#)

**144.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[ppc\\_qjd's solution](#)

**145.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ppc\\_qjd's solution](#)

**146.**

243D

[Cubes](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2019-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, two pointers  
[ppc\\_qjd's solution](#)

**147.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees  
[ppc\\_qjd's solution](#)

**148.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[ppc\\_qjd's solution](#)

**149.**

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp  
[ppc\\_qjd's solution](#)

**150.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[ppc\\_qjd's solution](#)

**151.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ppc\\_qjd's solution](#)

**152.**

529A

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings  
[ppc\\_qjd's solution](#)

**153.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[ppc\\_qjd's solution](#)

**154.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees  
[ppc\\_qjd's solution](#)

**155.**

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[ppc\\_qjd's solution](#)

**156.**

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[ppc\\_qjd's solution](#)

**157.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs  
[ppc\\_qjd's solution](#)

**158.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[ppc\\_qjd's solution](#)

**159.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[ppc\\_qjd's solution](#)

**160.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[ppc\\_qjd's solution](#)

**161.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[ppc\\_qjd's solution](#)

**162.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[ppc\\_qjd's solution](#)

**163.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[ppc\\_qjd's solution](#)

**164.**

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, matrices  
[ppc\\_qjd's solution](#)

**165.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[ppc\\_qjd's solution](#)

**166.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[ppc\\_qjd's solution](#)

**167.**

674D

[Bearish Fanpages](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ppc\\_qjd's solution](#)

**168.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities  
[ppc\\_qjd's solution](#)

**169.**

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ppc\\_qjd's solution](#)

**170.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[ppc\\_qjd's solution](#)

**171.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[ppc\\_qjd's solution](#)

**172.**

932G

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

Quality: 1,183 global accepts · Rating: 2900 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[ppc\\_qjd's solution](#)

**173.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[ppc\\_qjd's solution](#)

**174.**

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ppc\\_qjd's solution](#)

**175.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, expression parsing

[ppc\\_qjd's solution](#)

**176.**

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[ppc\\_qjd's solution](#)

**177.**

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, probabilities

[ppc\\_qjd's solution](#)

**178.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 3000 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[ppc\\_qjd's solution](#)

**179.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ppc\\_qjd's solution](#)

**180.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar  
[ppc\\_qjd's solution](#)

**181.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2019-05-10 · C++17 (GCC 7-32) (first AC) · Tags: two pointers  
[ppc\\_qjd's solution](#)

**182.**

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, shortest paths  
[ppc\\_qjd's solution](#)

**183.**

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[ppc\\_qjd's solution](#)

**184.**

1510A

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

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ppc\\_qjd's solution](#)

**185.**

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, strings  
[ppc\\_qjd's solution](#)

**186.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[ppc\\_qjd's solution](#)

**187.**

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures  
[ppc\\_qjd's solution](#)

**188.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[ppc\\_qjd's solution](#)

**189.**

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2019-10-29 · last AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: fft, math  
[ppc\\_qjd's solution](#)

**190.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ppc\\_qjd's solution](#)

**191.**

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[ppc\\_qjd's solution](#)

**192.**

1540D

[Inverse Inversions](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[ppc\\_qjd's solution](#)

**193.**

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[ppc\\_qjd's solution](#)

**194.**

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[ppc\\_qjd's solution](#)

**195.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[ppc\\_qjd's solution](#)

**196.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[ppc\\_qjd's solution](#)

**197.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[ppc\\_qjd's solution](#)

**198.**

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[ppc\\_qjd's solution](#)

**199.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[ppc\\_qjd's solution](#)

**200.**

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, two pointers

[ppc\\_qjd's solution](#)

**201.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[ppc\\_qjd's solution](#)

**202.**

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ppc\\_qjd's solution](#)

**203.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[ppc\\_qjd's solution](#)

**204.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ppc\\_qjd's solution](#)

**205.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ppc\\_qjd's solution](#)

**206.**

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[ppc\\_qjd's solution](#)

**207.**

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**208.**

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[ppc\\_qjd's solution](#)

**209.**

undefined119

[Magic pairs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[ppc\\_qjd's solution](#)

**210.**

undefined513

[Maximal Clique](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**211.**

undefined514

[Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · last AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**212.**

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**213.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**214.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**215.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**216.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**217.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**218.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**219.**

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**220.**

103081K

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

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**221.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**222.**

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**223.**

102984I

[Selecting Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**224.**

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**225.**

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**226.**

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**227.**

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**228.**

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**229.**

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**230.**

100965K

[Language](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**231.**

100965G

[Greetings, Belarus](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**232.**

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**233.**

100965C

[System](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**234.**

100965A

[Alpinism](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**235.**

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**236.**

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**237.**

100965F

[Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**238.**

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**239.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**240.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**241.**

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**242.**

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**243.**

101221B

[Buffed Buffet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**244.**

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**245.**

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**246.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**247.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**248.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**249.**

undefined435

[UFO Circles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**250.**

undefined481

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**251.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**252.**

102439C

[Cockroach Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**253.**

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**254.**

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**255.**

100215F

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**256.**

100215D

[Equations System](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**257.**

100204D

[Hexagon and Rhombic Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**258.**

undefined278

[Fuel](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**259.**

undefined497

[Abelian Groups](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**260.**

undefined173

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[ppc\\_qjd's solution](#)

**261.**

undefined425

[Control Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**262.**

undefined530

[Recruiting](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[ppc\\_qjd's solution](#)

**263.**

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**264.**

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**265.**

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**266.**

102201E

[Eat Economically](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**267.**

102201F

[Fruit Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**268.**

102201A

[A Plus Equals B](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**269.**

102201I

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

Rating: — · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**270.**

undefined511

[Fermat's Last Theorem](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**271.**

100338G

[Fun with Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**272.**

100338A

[Maximal Flows Dimension](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**273.**

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**274.**

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[ppc\\_qjd's solution](#)

**275.**

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: —

[ppc\\_qjd's solution](#)