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Unique solved — pskobx

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1.

2178A

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2107A

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8.

2108A

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9.

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1660B

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Quality: 12,587 global accepts · Rating: 800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[pskobx's solution](#)
- 104.**
1619B
[Squares and Cubes](#) · [Tutorial](#)
Quality: 32,945 global accepts · Rating: 800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[pskobx's solution](#)
- 105.**
448A
[Rewards](#) · [Tutorial](#)
Quality: 25,911 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pskobx's solution](#)
- 106.**
1517A
[Sum of 2050](#) · [Tutorial](#)
Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-12-23 · PyPy 3-64 (first AC) · Tags: greedy, math
[pskobx's solution](#)

107.

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pskobx's solution](#)

108.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,583 global accepts · Rating: 800 · first AC: 2021-12-18 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[pskobx's solution](#)

109.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[pskobx's solution](#)

110.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[pskobx's solution](#)

111.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[pskobx's solution](#)

112.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[pskobx's solution](#)

113.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · PyPy 3-64 (first AC) · Tags: implementation
[pskobx's solution](#)

114.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-14 · PyPy 3-64 (first AC) · Tags: math, sortings
[pskobx's solution](#)

115.

1462A

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

Quality: 48,960 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[pskobx's solution](#)

116.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings
[pskobx's solution](#)

117.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pskobx's solution](#)

118.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pskobx's solution](#)

119.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,086 global accepts · Rating: 800 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pskobx's solution](#)

120.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,452 global accepts · Rating: 800 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pskobx's solution](#)

121.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[pskobx's solution](#)

122.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[pskobx's solution](#)

123.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[pskobx's solution](#)

124.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[pskobx's solution](#)

125.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-12-01 · PyPy 3-64 (first AC) · Tags: brute force, math

[pskobx's solution](#)

126.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[pskobx's solution](#)

127.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[pskobx's solution](#)

128.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-27 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms

[pskobx's solution](#)

129.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, math

[pskobx's solution](#)

130.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,413 global accepts · Rating: 800 · first AC: 2021-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[pskobx's solution](#)

131.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pskobx's solution](#)

132.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2021-11-24 · PyPy 3-64 (first AC) · Tags: math

[pskobx's solution](#)

133.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pskobx's solution](#)

134.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,632 global accepts · Rating: 800 · first AC: 2021-11-22 · PyPy 3-64 (first AC) · Tags: math

[pskobx's solution](#)

135.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-11-20 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings

[pskobx's solution](#)

136.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,351 global accepts · Rating: 800 · first AC: 2021-11-19 · PyPy 3-64 (first AC) · Tags: greedy, math

[pskobx's solution](#)

137.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[pskobx's solution](#)

138.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pskobx's solution](#)

139.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-11-17 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[pskobx's solution](#)

140.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-11-17 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[pskobx's solution](#)

141.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-16 · PyPy 3 (first AC) · Tags: math, number theory

[pskobx's solution](#)

142.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,681 global accepts · Rating: 800 · first AC: 2021-11-15 · PyPy 3 (first AC) · Tags: implementation

[pskobx's solution](#)

143.

1584A

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

Quality: 15,536 global accepts · Rating: 800 · first AC: 2021-11-14 · PyPy 3 (first AC) · Tags: math

[pskobx's solution](#)

144.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 800 · first AC: 2021-11-10 · PyPy 3 (first AC) · Tags: brute force

[pskobx's solution](#)

145.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-03 · PyPy 3-64 (first AC) · Tags: greedy

[pskobx's solution](#)

146.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: implementation, strings

[pskobx's solution](#)

147.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-10-30 · PyPy 3 (first AC) · Tags: implementation

[pskobx's solution](#)

148.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,722 global accepts · Rating: 800 · first AC: 2021-10-29 · PyPy 3 (first AC) · Tags: implementation

[pskobx's solution](#)

149.

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2021-10-28 · PyPy 3 (first AC) · Tags: greedy, sortings

[pskobx's solution](#)

150.

59A

[Word](#) · [Tutorial](#)

Quality: 227,898 global accepts · Rating: 800 · first AC: 2021-10-25 · PyPy 3 (first AC) · Tags: implementation, strings

[pskobx's solution](#)

151.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · PyPy 3 (first AC) · Tags: math

[pskobx's solution](#)

152.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,952 global accepts · Rating: 800 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[pskobx's solution](#)

153.

112A

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

Quality: 287,214 global accepts · Rating: 800 · first AC: 2021-10-21 · PyPy 3 (first AC) · Tags: implementation, strings

[pskobx's solution](#)

154.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,675 global accepts · Rating: 800 · first AC: 2021-10-21 · PyPy 3 (first AC) · Tags: greedy, math

[pskobx's solution](#)

155.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,426 global accepts · Rating: 800 · first AC: 2021-10-20 · PyPy 3 (first AC) · Tags: implementation, strings

[pskobx's solution](#)

156.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,745 global accepts · Rating: 800 · first AC: 2021-10-19 · PyPy 3 (first AC) · Tags: expression parsing, implementation

[pskobx's solution](#)

157.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2021-10-18 · PyPy 3 (first AC) · Tags: brute force

[pskobx's solution](#)

158.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pskobx's solution](#)

159.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,665 global accepts · Rating: 800 · first AC: 2021-10-14 · Python 3 (first AC) · Tags: math, probabilities

[pskobx's solution](#)

160.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,540 global accepts · Rating: 800 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: math

[pskobx's solution](#)

161.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,728 global accepts · Rating: 800 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[pskobx's solution](#)

162.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,640 global accepts · Rating: 800 · first AC: 2021-10-11 · PyPy 3 (first AC) · Tags: implementation, math

[pskobx's solution](#)

163.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dp, implementation

[pskobx's solution](#)

164.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[pskobx's solution](#)

165.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-10-08 · PyPy 3 (first AC) · Tags: implementation, strings

[pskobx's solution](#)

166.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[pskobx's solution](#)

167.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[pskobx's solution](#)

168.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[pskobx's solution](#)

169.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[pskobx's solution](#)

170.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · Python 3 (first AC) · Tags: math, strings

[pskobx's solution](#)

171.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-26 · PyPy 3 (first AC) · Tags: math

[pskobx's solution](#)

172.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,508 global accepts · Rating: 800 · first AC: 2021-08-24 · PyPy 3 (first AC) · Tags: implementation

[pskobx's solution](#)

173.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[pskobx's solution](#)

174.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,342 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[pskobx's solution](#)

175.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[pskobx's solution](#)

176.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings

[pskobx's solution](#)

177.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,049 global accepts · Rating: 900 · first AC: 2023-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[pskobx's solution](#)

178.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pskobx's solution](#)

179.

1771A

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

Quality: 25,298 global accepts · Rating: 900 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[pskobx's solution](#)

180.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-03 · PyPy 3-64 (first AC) · Tags: greedy, math

[pskobx's solution](#)

181.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[pskobx's solution](#)

182.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 900 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[pskobx's solution](#)

183.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[pskobx's solution](#)

184.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · PyPy 3-64 (first AC) · Tags: math, number theory

[pskobx's solution](#)

185.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2022-08-11 · PyPy 3-64 (first AC) · Tags: implementation, math

[pskobx's solution](#)

186.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-05 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, matrices

[pskobx's solution](#)

187.

1675B

[Make It Increasing](#) · [Tutorial](#)

Quality: 43,282 global accepts · Rating: 900 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pskobx's solution](#)

188.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2022-03-26 · PyPy 3-64 (first AC) · Tags: math

[pskobx's solution](#)

189.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,933 global accepts · Rating: 900 · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: implementation, math

[pskobx's solution](#)

190.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[pskobx's solution](#)

191.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math, number theory

[pskobx's solution](#)

192.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[pskobx's solution](#)

193.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-14 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[pskobx's solution](#)

194.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,474 global accepts · Rating: 900 · first AC: 2021-11-09 · PyPy 3 (first AC) · Tags: strings

[pskobx's solution](#)

195.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 900 · first AC: 2021-11-02 · PyPy 3 (first AC) · Tags: math

[pskobx's solution](#)

196.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,360 global accepts · Rating: 900 · first AC: 2021-10-24 · PyPy 3 (first AC) · Tags: combinatorics, math

[pskobx's solution](#)

197.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,640 global accepts · Rating: 900 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: dfs and similar, dp, greedy, math

[pskobx's solution](#)

198.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-10-06 · PyPy 3 (first AC) · Tags: brute force, math

[pskobx's solution](#)

199.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[pskobx's solution](#)

200.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[pskobx's solution](#)

201.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[pskobx's solution](#)

202.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[pskobx's solution](#)

203.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[pskobx's solution](#)

204.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pskobx's solution](#)

205.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy
[pskobx's solution](#)

206.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[pskobx's solution](#)

207.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,087 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers
[pskobx's solution](#)

208.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pskobx's solution](#)

209.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[pskobx's solution](#)

210.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2022-08-22 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[pskobx's solution](#)

211.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,603 global accepts · Rating: 1000 · first AC: 2022-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[pskobx's solution](#)

212.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[pskobx's solution](#)

213.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: brute force, math, sortings
[pskobx's solution](#)

214.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings
[pskobx's solution](#)

215.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[pskobx's solution](#)

216.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[pskobx's solution](#)

217.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-21 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[pskobx's solution](#)

218.

1584B

[Coloring Rectangles](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · PyPy 3 (first AC) · Tags: greedy, math

[pskobx's solution](#)

219.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[pskobx's solution](#)

220.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · PyPy 3 (first AC) · Tags: binary search, greedy

[pskobx's solution](#)

221.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[pskobx's solution](#)

222.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[pskobx's solution](#)

223.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[pskobx's solution](#)

224.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[pskobx's solution](#)

225.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[pskobx's solution](#)

226.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[pskobx's solution](#)

227.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[pskobx's solution](#)

228.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[pskobx's solution](#)

229.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[pskobx's solution](#)

230.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,716 global accepts · Rating: 1100 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[pskobx's solution](#)

231.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[pskobx's solution](#)

232.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[pskobx's solution](#)

233.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[pskobx's solution](#)

234.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[pskobx's solution](#)

235.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[pskobx's solution](#)

236.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2022-08-23 · PyPy 3-64 (first AC) · Tags: geometry

[pskobx's solution](#)

237.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[pskobx's solution](#)

238.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,407 global accepts · Rating: 1100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pskobx's solution](#)

239.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: implementation

[pskobx's solution](#)

240.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,769 global accepts · Rating: 1100 · first AC: 2022-04-30 · PyPy 3 (first AC) · Tags: brute force, greedy, strings

[pskobx's solution](#)

241.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[pskobx's solution](#)

242.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: implementation

[pskobx's solution](#)

243.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[pskobx's solution](#)

244.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[pskobx's solution](#)

245.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · PyPy 3-64 (first AC) · Tags: greedy, strings

[pskobx's solution](#)

246.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 1100 · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[pskobx's solution](#)

247.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[pskobx's solution](#)

248.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[pskobx's solution](#)

249.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,397 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[pskobx's solution](#)

250.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 1100 · first AC: 2021-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[pskobx's solution](#)

251.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pskobx's solution](#)

252.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-11 · PyPy 3 (first AC) · Tags: bitmasks, math

[pskobx's solution](#)

253.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[pskobx's solution](#)

254.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · Python 3 (first AC) · Tags: implementation, sortings

[pskobx's solution](#)

255.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · last AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[pskobx's solution](#)

256.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[pskobx's solution](#)

257.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[pskobx's solution](#)

258.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pskobx's solution](#)

259.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[pskobx's solution](#)

260.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[pskobx's solution](#)

261.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[pskobx's solution](#)

262.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms

[pskobx's solution](#)

263.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[pskobx's solution](#)

264.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[pskobx's solution](#)

265.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[pskobx's solution](#)

266.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,744 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[pskobx's solution](#)

267.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pskobx's solution](#)

268.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, two pointers

[pskobx's solution](#)

269.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pskobx's solution](#)

270.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[pskobx's solution](#)

271.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[pskobx's solution](#)

272.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[pskobx's solution](#)

273.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[pskobx's solution](#)

274.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[pskobx's solution](#)

275.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[pskobx's solution](#)

276.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[pskobx's solution](#)

277.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[pskobx's solution](#)

278.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[pskobx's solution](#)

279.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,708 global accepts · Rating: 1200 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[pskobx's solution](#)

280.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-11-08 · PyPy 3 (first AC) · Tags: implementation
[pskobx's solution](#)

281.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[pskobx's solution](#)

282.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-10-28 · last AC: 2021-10-28 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs
[pskobx's solution](#)

283.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,644 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[pskobx's solution](#)

284.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, trees
[pskobx's solution](#)

285.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[pskobx's solution](#)

286.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[pskobx's solution](#)

287.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[pskobx's solution](#)

288.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[pskobx's solution](#)

289.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[pskobx's solution](#)

290.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[pskobx's solution](#)

291.

1869C

[Fill in the Matrix](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pskobx's solution](#)

292.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[pskobx's solution](#)

293.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[pskobx's solution](#)

294.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[pskobx's solution](#)

295.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[pskobx's solution](#)

296.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pskobx's solution](#)

297.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2022-01-29 · last AC: 2022-08-05 · PyPy 3 (first AC) · Tags: dp, greedy, math

[pskobx's solution](#)

298.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,686 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[pskobx's solution](#)

299.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 1300 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[pskobx's solution](#)

300.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[pskobx's solution](#)

301.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[pskobx's solution](#)

302.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[pskobx's solution](#)

303.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-18 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[pskobx's solution](#)

304.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: binary search, math

[pskobx's solution](#)

305.

897B

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

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2021-11-07 · PyPy 3 (first AC) · Tags: brute force

[pskobx's solution](#)

306.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[pskobx's solution](#)

307.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-10-10 · PyPy 3 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[pskobx's solution](#)

308.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[pskobx's solution](#)

309.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,283 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[pskobx's solution](#)

310.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[pskobx's solution](#)

311.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[pskobx's solution](#)

312.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[pskobx's solution](#)

313.

2084C

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

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[pskobx's solution](#)

314.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[pskobx's solution](#)

315.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[pskobx's solution](#)

316.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[pskobx's solution](#)

317.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[pskobx's solution](#)

318.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[pskobx's solution](#)

319.

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, math, number theory

[pskobx's solution](#)

320.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[pskobx's solution](#)

321.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[pskobx's solution](#)

322.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-10 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[pskobx's solution](#)

323.

1624D

[Palindromes Coloring](#) · [Tutorial](#)

Quality: 19,079 global accepts · Rating: 1400 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[pskobx's solution](#)

324.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,941 global accepts · Rating: 1400 · first AC: 2021-10-31 · PyPy 3 (first AC) · Tags: dp

[pskobx's solution](#)

325.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2021-10-26 · PyPy 3 (first AC) · Tags: combinatorics, math

[pskobx's solution](#)

326.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2021-10-03 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[pskobx's solution](#)

327.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[pskobx's solution](#)

328.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[pskobx's solution](#)

329.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[pskobx's solution](#)

330.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[pskobx's solution](#)

331.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[pskobx's solution](#)

332.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[pskobx's solution](#)

333.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,857 global accepts · Rating: 1500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[pskobx's solution](#)

334.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[pskobx's solution](#)

335.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[pskobx's solution](#)

336.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[pskobx's solution](#)

337.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[pskobx's solution](#)

338.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[pskobx's solution](#)

339.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[pskobx's solution](#)

340.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[pskobx's solution](#)

341.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings

[pskobx's solution](#)

342.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-02-06 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[pskobx's solution](#)

343.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2022-01-13 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[pskobx's solution](#)

344.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, trees

[pskobx's solution](#)

345.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[pskobx's solution](#)

346.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[pskobx's solution](#)

347.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[pskobx's solution](#)

348.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[pskobx's solution](#)

349.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[pskobx's solution](#)

350.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 1600 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: *special

[pskobx's solution](#)

351.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[pskobx's solution](#)

352.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2023-08-02 · PyPy 3-64 (first AC) · Tags: math, number theory

[pskobx's solution](#)

353.

1775C

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

Quality: 14,208 global accepts · Rating: 1600 · first AC: 2023-01-10 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[pskobx's solution](#)

354.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[pskobx's solution](#)

355.

1754D

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

Rating: 1600 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[pskobx's solution](#)

356.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[pskobx's solution](#)

357.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 1600 · first AC: 2022-09-25 · PyPy 3-64 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[pskobx's solution](#)

358.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,775 global accepts · Rating: 1600 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[pskobx's solution](#)

359.

1702E

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

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[pskobx's solution](#)

360.

1165D

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

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[pskobx's solution](#)

361.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[pskobx's solution](#)

362.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[pskobx's solution](#)

363.

250C

[Movie Critics](#) · [Tutorial](#)

Quality: 2,229 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[pskobx's solution](#)

364.

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

[pskobx's solution](#)

365.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[pskobx's solution](#)

366.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[pskobx's solution](#)

367.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[pskobx's solution](#)

368.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[pskobx's solution](#)

369.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[pskobx's solution](#)

370.

1999G2

[Ruler \(hard version\)](#) · [Tutorial](#)

Quality: 11,025 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[pskobx's solution](#)

371.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 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

[pskobx's solution](#)

372.

1869D1

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

Rating: 1700 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[pskobx's solution](#)

373.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math

[pskobx's solution](#)

374.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[pskobx's solution](#)

375.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[pskobx's solution](#)

376.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[pskobx's solution](#)

377.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2022-09-30 · PyPy 3-64 (first AC) · Tags: math, number theory

[pskobx's solution](#)

378.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[pskobx's solution](#)

379.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[pskobx's solution](#)

380.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[pskobx's solution](#)

381.

1168A

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

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[pskobx's solution](#)

382.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[pskobx's solution](#)

383.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: games, math
[pskobx's solution](#)

384.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[pskobx's solution](#)

385.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[pskobx's solution](#)

386.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[pskobx's solution](#)

387.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[pskobx's solution](#)

388.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[pskobx's solution](#)

389.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math
[pskobx's solution](#)

390.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[pskobx's solution](#)

391.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[pskobx's solution](#)

392.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[pskobx's solution](#)

393.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[pskobx's solution](#)

394.

1856E1

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

Quality: 6,441 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[pskobx's solution](#)

395.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, two pointers
[pskobx's solution](#)

396.

1809D

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

Quality: 7,278 global accepts · Rating: 1800 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[pskobx's solution](#)

397.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[pskobx's solution](#)

398.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[pskobx's solution](#)

399.

706D

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

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees
[pskobx's solution](#)

400.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2022-07-05 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[pskobx's solution](#)

401.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games,

two pointers

[pskobx's solution](#)

402.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[pskobx's solution](#)

403.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[pskobx's solution](#)

404.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-20 · last AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[pskobx's solution](#)

405.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[pskobx's solution](#)

406.

1549D

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

Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, two pointers

[pskobx's solution](#)

407.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, graphs

[pskobx's solution](#)

408.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers

[pskobx's solution](#)

409.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2021-10-10 · PyPy 3 (first AC) · Tags: geometry

[pskobx's solution](#)

410.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[pskobx's solution](#)

411.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[pskobx's solution](#)

412.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[pskobx's solution](#)

413.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[pskobx's solution](#)

414.

2138B

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

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[pskobx's solution](#)

415.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[pskobx's solution](#)

416.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[pskobx's solution](#)

417.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[pskobx's solution](#)

418.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[pskobx's solution](#)

419.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,387 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[pskobx's solution](#)

420.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,631 global accepts · Rating: 1900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[pskobx's solution](#)

421.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[pskobx's solution](#)

422.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[pskobx's solution](#)

423.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,876 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[pskobx's solution](#)

424.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[pskobx's solution](#)

425.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[pskobx's solution](#)

426.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[pskobx's solution](#)

427.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[pskobx's solution](#)

428.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[pskobx's solution](#)

429.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[pskobx's solution](#)

430.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-08-21 · last AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[pskobx's solution](#)

431.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[pskobx's solution](#)

432.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[pskobx's solution](#)

433.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[pskobx's solution](#)

434.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · last AC: 2025-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[pskobx's solution](#)

435.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[pskobx's solution](#)

436.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,030 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[pskobx's solution](#)

437.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[pskobx's solution](#)

438.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[pskobx's solution](#)

439.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,627 global accepts · Rating: 2000 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[pskobx's solution](#)

440.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[pskobx's solution](#)

441.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[pskobx's solution](#)

442.

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[pskobx's solution](#)

443.

509C

[Sums of Digits · Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[pskobx's solution](#)

444.

1770D

[Koxia and Game · Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[pskobx's solution](#)

445.

380C

[Sereja and Brackets · Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

[pskobx's solution](#)

446.

10C

[Digital Root · Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[pskobx's solution](#)

447.

1665D

[GCD Guess · Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[pskobx's solution](#)

448.

1716D

[Chip Move · Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[pskobx's solution](#)

449.

1716C

[Robot in a Hallway · Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[pskobx's solution](#)

450.

526C

[Om Nom and Candies · Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[pskobx's solution](#)

451.

2183E

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

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[pskobx's solution](#)

452.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[pskobx's solution](#)

453.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, math

[pskobx's solution](#)

454.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,554 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[pskobx's solution](#)

455.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,842 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[pskobx's solution](#)

456.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[pskobx's solution](#)

457.

2004E

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

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[pskobx's solution](#)

458.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[pskobx's solution](#)

459.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,027 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[pskobx's solution](#)

460.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[pskobx's solution](#)

461.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[pskobx's solution](#)

462.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2200 · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[pskobx's solution](#)

463.

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

[pskobx's solution](#)

464.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[pskobx's solution](#)

465.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[pskobx's solution](#)

466.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[pskobx's solution](#)

467.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[pskobx's solution](#)

468.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[pskobx's solution](#)

469.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[pskobx's solution](#)

470.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[pskobx's solution](#)

471.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[pskobx's solution](#)

472.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[pskobx's solution](#)

473.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[pskobx's solution](#)

474.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2025-12-02 · last AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

475.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[pskobx's solution](#)

476.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2025-01-23 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[pskobx's solution](#)

477.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[pskobx's solution](#)

478.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[pskobx's solution](#)

479.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[pskobx's solution](#)

480.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings

[pskobx's solution](#)

481.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[pskobx's solution](#)

482.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[pskobx's solution](#)

483.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[pskobx's solution](#)

484.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[pskobx's solution](#)

485.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2023-03-13 · last AC: 2025-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[pskobx's solution](#)

486.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[pskobx's solution](#)

487.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2025-12-07 · Python 3 (first AC) · Tags: brute force, games, implementation, interactive

[pskobx's solution](#)

488.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[pskobx's solution](#)

489.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[pskobx's solution](#)

490.

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-08-29 · PyPy 3-64 (first AC) · Tags: hashing, implementation, strings

[pskobx's solution](#)

491.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[pskobx's solution](#)

492.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[pskobx's solution](#)

493.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[pskobx's solution](#)

494.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[pskobx's solution](#)

495.

1634F

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

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[pskobx's solution](#)

496.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[pskobx's solution](#)

497.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[pskobx's solution](#)

498.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[pskobx's solution](#)

499.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[pskobx's solution](#)

500.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive

[pskobx's solution](#)

501.

106495E

[Erasmus Valhron](#) · [Tutorial](#)

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

[pskobx's solution](#)

502.

106495J

[Just the right enchantment](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

503.

106495A

[Anxiety at the restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

504.

106495G

[Gerald the mudcrab](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

505.

106032B

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

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

506.

106032D

[Maximum Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

507.

106032I

[Make Them Happy](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

508.

106032G

[Substring Justice](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

509.

106032H

[Can You Win](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

510.

106032M

[Destiny changes the game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

511.

106032E

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

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

512.

106032C

[String Value](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

513.

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

514.

106032K

[University Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

515.

106032F

[What If You Didn't Solve the Extreme?](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

516.

106063F

[Fantastic Robot](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

517.

106063I

[Isaac and MOD Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

518.

106063L

[Los Ratones III](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

519.

106063H

[Heritage of Acatlán](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

520.

106063G

[Gatuno's Descent into Psychopathy](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · PyPy 3-64 (first AC) · Tags: —
[pskobx's solution](#)

521.

106063J

[Juan vs Frank](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

522.

106063B

[Bytelandia's stones](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

523.

106063K

[Kilometric Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

524.

106063A

[Archmage's Crystals](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

525.

106043A

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

526.

106043C

[Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

527.

106043B

[Max Binary Tree Width](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

528.

106443D

[Digits Duel](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

529.

106443E

[Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

530.

106443J

[Journey for Grapes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

531.

106443A

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

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

532.

106443B

[Balatro](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

533.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

534.

106386I

[Unfreeze Tag](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

535.

106386H

[Ultimate Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

536.

106386G

[The Veneto Relay](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

537.

106339F

[Frosted Highway \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

538.

106339E

[Snowfake](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

539.

106339D

[Snowball](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

540.

106339B

[Supply Chain](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

541.

106339C

[Frosted Highway](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

542.

106339A

[Cups of Cocoa](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

543.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

544.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

545.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

546.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

547.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · PyPy 3-64 (first AC) · Tags: —
[pskobx's solution](#)

548.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

549.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

550.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

551.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

552.

106296E

[XOR Again?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

553.

106296A

[Magician](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

554.

106296C

[Glitch](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

555.

106296K

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

556.

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

557.

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

558.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

559.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

560.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

561.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

562.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

563.

106189J

[Dunno and the cubes](#) · [Tutorial](#)

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

564.

106189D

[An oscillating subsequence](#) · [Tutorial](#)

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

565.

106189H

[IP v6](#) · [Tutorial](#)

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

566.

106189G

[Card deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-23 · PyPy 3-64 (first AC) · Tags: —
[pskobx's solution](#)

567.

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

568.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

569.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

570.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

571.

106225B

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

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

572.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

573.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

574.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

575.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

576.

106225D

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

Rating: — · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

577.

106170E

[Counting VIP Guests](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-18 · last AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[pskobx's solution](#)

578.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[pskobx's solution](#)

579.

106235F

[Almost Bipartite Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

580.

106235B

[Proof of Incorrectness](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

581.

106235A

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

582.

105053F

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

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

583.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

584.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

585.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

586.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-21 · PyPy 3-64 (first AC) · Tags: —
[pskobx's solution](#)

587.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

588.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

589.

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

590.

101572E

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

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

591.

101572D

[Distinctive Character](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

592.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

593.

101572G

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

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

594.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

595.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

596.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

597.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

598.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

599.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

600.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

601.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

602.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

603.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

604.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

605.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · last AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

606.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

607.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

608.

105637J

[Magic with Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

609.

101666B

[Bearly Made It](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

610.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · last AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

611.

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

612.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

613.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

614.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

615.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

616.

101666M

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

Rating: — · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

617.

101666A

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

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

618.

101666C

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

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

619.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

620.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

621.

104871G

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

Rating: — · first AC: 2025-05-26 · last AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[pskobx's solution](#)

622.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: —
[pskobx's solution](#)

623.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

624.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: —

[pskobx's solution](#)

625.

105873F

[First Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

626.

105873H

[Huron Designs](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

627.

105873G

[Generating Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

628.

105873I

[ICPC Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

629.

105873D

[Delivering Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

630.

105873J

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

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

631.

105873B

[Buying Paint](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

632.

105873A

[Analysing Electrocardiograms](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

633.

105873E

[Elisas Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

634.

2095J

[Premiere at a Wrong Time](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: — · first AC: 2025-05-13 · PyPy 3-64 (first AC) · Tags: *special
[pskobx's solution](#)

635.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

636.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

637.

105811G

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

638.

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

639.

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

640.

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · last AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

641.

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

642.

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

643.

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

644.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

645.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

646.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

647.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

648.

105637E

[Parking Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

649.

105637B

[Flower Festival](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

650.

105637A

[Final Price](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

651.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, number theory
[pskobx's solution](#)

652.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry
[pskobx's solution](#)

653.

2095A

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

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
[pskobx's solution](#)

654.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

655.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

656.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

657.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

658.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

659.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

660.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

661.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

662.

105490F

[A45D66?;C 8 C`5Cä?C @CD8C](#)

Rating: — · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

663.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

664.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

665.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

666.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

667.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

668.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

669.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

670.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-22 · PyPy 3-64 (first AC) · Tags: —
[pskobx's solution](#)

671.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

672.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

673.

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: —
[pskobx's solution](#)

674.

105461E

[Lighting the Street](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

675.

105461C

[Concert Lineup](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[pskobx's solution](#)

676.

105446B

[Budget Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

677.

105446E

[Eradication Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

678.

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

679.

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

680.

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

681.

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

682.

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: —

[pskobx's solution](#)

683.

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[pskobx's solution](#)

684.

105394D

[Dark Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

685.

105394L

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

686.

105394E

[Even Odd Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

687.

105394C

[Copycat Catcher](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

688.

105394G

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

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

689.

105394I

[Interference](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

690.

105394M

[Musical Mending](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

691.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

692.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

693.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

694.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[pskobx's solution](#)

695.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[pskobx's solution](#)

696.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[pskobx's solution](#)

697.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[pskobx's solution](#)

698.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[pskobx's solution](#)

699.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · PyPy 3 (first AC) · Tags: —
[pskobx's solution](#)

700.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[pskobx's solution](#)

701.

1952D

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

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-02 · PyPy 3 (first AC) · Tags: *special, implementation

[pskobx's solution](#)

702.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-02 · PyPy 3 (first AC) · Tags: *special, brute force, schedules

[pskobx's solution](#)

703.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-02 · PyPy 3 (first AC) · Tags: *special, strings

[pskobx's solution](#)

704.

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3 (first AC) · Tags: *special, strings

[pskobx's solution](#)

705.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

706.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

707.

104059D

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

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

708.

104059A

[Alternative Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

709.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

710.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · PyPy 3-64 (first AC) · Tags: —

[pskobx's solution](#)

711.

104059C

[Chaotic Construction](#) · Tutorial

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

712.

104059K

[K.O. Kids](#) · Tutorial

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

713.

104336B

[GCD of Substrings](#) · Tutorial

Rating: — · first AC: 2023-07-12 · PyPy 3-64 (first AC) · Tags: —

[pskobx's solution](#)

714.

undefined112

[a^b - b^a](#) · Tutorial

Rating: — · first AC: 2023-05-14 · PyPy 3-64 (first AC) · Tags: *special

[pskobx's solution](#)

715.

103631A

[B4@Cä! DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

716.

103195A

[A5>CT4D2 4Cä<Cä9](#)

Rating: — · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

717.

104148B

[B4@Cä ;DÄ=D'9 Cä>CÄ8C#A](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[pskobx's solution](#)

718.

1331C

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

Quality: 3,213 global accepts · Rating: — · first AC: 2023-01-14 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[pskobx's solution](#)

719.

1331D

[Again?](#) · Tutorial

Quality: 12,102 global accepts · Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[pskobx's solution](#)

720.

1331B

[Limericks](#) · Tutorial

Quality: 7,160 global accepts · Rating: — · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: *special, math, number theory

[pskobx's solution](#)

721.

1331A

[Is it rated?](#) · Tutorial

Quality: 17,506 global accepts · Rating: — · first AC: 2023-01-14 · PyPy 3-64 (first AC) · Tags: *special

[pskobx's solution](#)

722.

102203L

[A! 70i0D :C E C,,AD\\$8CÔK](#)

Rating: — · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[pskobx's solution](#)

723.

103104A

[CRC Test · Tutorial](#)

Rating: — · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[pskobx's solution](#)

724.

undefined100

[A+B · Tutorial](#)

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736.

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[B 5Dd5CöB CÄ0D <CT;C 4C](#)

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737.

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[A\\$ Tü\(Aö 4C´O Dä=C,,>D >C](#)

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738.

103325B

[A dDCDe´9 Dt5D 2DöGCä:](#)

Rating: — · first AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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739.

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[A-F CÖBD >C´L D 2CTBCäDCä@Cä2](#)

Rating: — · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: —
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[B 00r@öAD\\$L C=2C 4D 0D\\$>C](#)

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744.

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[A=DDBD=D'5 C\\$>C"=D°](#)

Rating: — · first AC: 2021-11-13 · PyPy 3 (first AC) · Tags: —

[pskobx's solution](#)

745.

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Rating: — · first AC: 2021-11-13 · PyPy 3 (first AC) · Tags: —

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746.

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[A=OD@CT9 C, ?Cä@D\\$0C`K](#)

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747.

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[AÖCT0\\$ACRÀ Dò ?Cä?D KC40C²](#)

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

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Rating: — · first AC: 2021-11-01 · PyPy 3 (first AC) · Tags: —

[pskobx's solution](#)

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Rating: — · first AC: 2021-11-01 · PyPy 3 (first AC) · Tags: —

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755.

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756.

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