

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

<https://cfelitetracker.vercel.app>

Unique solved — reshke

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

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

Filters: none

Count: 4,022

1.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,875 global accepts · Rating: 800 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[reshke's solution](#)

2.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[reshke's solution](#)

3.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,178 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[reshke's solution](#)

4.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,704 global accepts · Rating: 800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[reshke's solution](#)

5.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,265 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[reshke's solution](#)

6.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,569 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[reshke's solution](#)

7.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[reshke's solution](#)

8.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,976 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[reshke's solution](#)

9.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[reshke's solution](#)

10.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[reshke's solution](#)

11.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[reshke's solution](#)

12.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[reshke's solution](#)

13.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[reshke's solution](#)

14.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[reshke's solution](#)

15.

2055A

[Two Frogs](#) · [Tutorial](#)

Quality: 33,642 global accepts · Rating: 800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, math
[reshke's solution](#)

16.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

17.

2043A

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

Quality: 26,990 global accepts · Rating: 800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[reshke's solution](#)

18.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[reshke's solution](#)

19.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[reshke's solution](#)

20.

2047A

[Alyona and a Square Jigsaw Puzzle](#) · [Tutorial](#)

Quality: 17,839 global accepts · Rating: 800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[reshke's solution](#)

21.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[reshke's solution](#)

22.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

23.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[reshke's solution](#)

24.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[reshke's solution](#)

25.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings, two pointers

[reshke's solution](#)

26.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,239 global accepts · Rating: 800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[reshke's solution](#)

27.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2024-10-11 · Python 3 (first AC) · Tags: brute force, math

[reshke's solution](#)

28.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,945 global accepts · Rating: 800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[reshke's solution](#)

29.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[reshke's solution](#)

30.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

31.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[reshke's solution](#)

32.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[reshke's solution](#)

33.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: games
[reshke's solution](#)

34.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy
[reshke's solution](#)

35.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,647 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[reshke's solution](#)

36.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[reshke's solution](#)

37.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[reshke's solution](#)

38.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,181 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[reshke's solution](#)

39.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: strings
[reshke's solution](#)

40.

1942A

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

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

41.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[reshke's solution](#)

42.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,032 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[reshke's solution](#)

43.

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[reshke's solution](#)

44.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[reshke's solution](#)

45.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[reshke's solution](#)

46.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[reshke's solution](#)

47.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings
[reshke's solution](#)

48.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[reshke's solution](#)

49.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[reshke's solution](#)

50.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

51.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[reshke's solution](#)

52.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[reshke's solution](#)

53.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[reshke's solution](#)

54.

1930A

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

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[reshke's solution](#)

55.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

56.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[reshke's solution](#)

57.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

58.

1782A

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

Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[reshke's solution](#)

59.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,764 global accepts · Rating: 800 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

60.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[reshke's solution](#)

61.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[reshke's solution](#)

62.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[reshke's solution](#)

63.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

64.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[reshke's solution](#)

65.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[reshke's solution](#)

66.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[reshke's solution](#)

67.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[reshke's solution](#)

68.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[reshke's solution](#)

69.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[reshke's solution](#)

70.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[reshke's solution](#)

71.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[reshke's solution](#)

72.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[reshke's solution](#)

73.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings
[reshke's solution](#)

74.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[reshke's solution](#)

75.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2024-01-16 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[reshke's solution](#)

76.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[reshke's solution](#)

77.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings, strings

[reshke's solution](#)

78.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,834 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[reshke's solution](#)

79.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

80.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[reshke's solution](#)

81.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[reshke's solution](#)

82.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[reshke's solution](#)

83.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[reshke's solution](#)

84.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

85.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

86.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[reshke's solution](#)

87.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

88.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[reshke's solution](#)

89.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[reshke's solution](#)

90.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[reshke's solution](#)

91.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,287 global accepts · Rating: 800 · first AC: 2023-12-30 · Python 3 (first AC) · Tags: math

[reshke's solution](#)

92.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

93.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[reshke's solution](#)

94.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[reshke's solution](#)

95.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[reshke's solution](#)

96.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

97.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[reshke's solution](#)

98.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[reshke's solution](#)

99.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,391 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: sortings
[reshke's solution](#)

100.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings
[reshke's solution](#)

101.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[reshke's solution](#)

102.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[reshke's solution](#)

103.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,381 global accepts · Rating: 800 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[reshke's solution](#)

104.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[reshke's solution](#)

105.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[reshke's solution](#)

106.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math
[reshke's solution](#)

107.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

108.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[reshke's solution](#)

109.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[reshke's solution](#)

110.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2023-11-24 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[reshke's solution](#)

111.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[reshke's solution](#)

112.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[reshke's solution](#)

113.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[reshke's solution](#)

114.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[reshke's solution](#)

115.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math
[reshke's solution](#)

116.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-13 · Python 3 (first AC) · Tags: implementation, strings
[reshke's solution](#)

117.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[reshke's solution](#)

118.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[reshke's solution](#)

119.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[reshke's solution](#)

120.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[reshke's solution](#)

121.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: strings
[reshke's solution](#)

122.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[reshke's solution](#)

123.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,779 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: strings
[reshke's solution](#)

124.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[reshke's solution](#)

125.

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[reshke's solution](#)

126.

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[reshke's solution](#)

127.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[reshke's solution](#)

128.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory
[reshke's solution](#)

129.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,390 global accepts · Rating: 800 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[reshke's solution](#)

130.

1882A

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

Quality: 27,339 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[reshke's solution](#)

131.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,233 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

132.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[reshke's solution](#)

133.

1845A

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

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[reshke's solution](#)

134.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[reshke's solution](#)

135.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-02-25 · MS C++ 2017 (first AC) · Tags: greedy

[reshke's solution](#)

136.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

137.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,048 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[reshke's solution](#)

138.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

139.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · Clang++20 Diagnostics (first AC) · Tags: greedy, sortings
[reshke's solution](#)

140.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2023-01-23 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math
[reshke's solution](#)

141.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation
[reshke's solution](#)

142.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-01-20 · Python 3 (first AC) · Tags: constructive algorithms, strings
[reshke's solution](#)

143.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings
[reshke's solution](#)

144.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[reshke's solution](#)

145.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[reshke's solution](#)

146.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[reshke's solution](#)

147.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-10 · Python 3 (first AC) · Tags: greedy, math, number theory
[reshke's solution](#)

148.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[reshke's solution](#)

149.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, greedy,

strings

[reshke's solution](#)

150.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[reshke's solution](#)

151.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[reshke's solution](#)

152.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[reshke's solution](#)

153.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[reshke's solution](#)

154.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

155.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[reshke's solution](#)

156.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

157.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[reshke's solution](#)

158.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[reshke's solution](#)

159.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

160.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[reshke's solution](#)

161.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[reshke's solution](#)

162.

1582A

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

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[reshke's solution](#)

163.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-26 · MS C++ 2017 (first AC) · Tags: greedy
[reshke's solution](#)

164.

1445A

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

Quality: 20,365 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

165.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[reshke's solution](#)

166.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[reshke's solution](#)

167.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[reshke's solution](#)

168.

1372A

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

Quality: 33,483 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[reshke's solution](#)

169.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: math
[reshke's solution](#)

170.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[reshke's solution](#)

171.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[reshke's solution](#)

172.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[reshke's solution](#)

173.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[reshke's solution](#)

174.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[reshke's solution](#)

175.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[reshke's solution](#)

176.

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,988 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[reshke's solution](#)

177.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 800 · first AC: 2019-11-13 · MS C++ 2017 (first AC) · Tags: greedy, math
[reshke's solution](#)

178.

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · MS C++ 2017 (first AC) · Tags: implementation
[reshke's solution](#)

179.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[reshke's solution](#)

180.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,051 global accepts · Rating: 800 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[reshke's solution](#)

181.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures,

implementation

[reshke's solution](#)

182.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

183.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[reshke's solution](#)

184.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: strings

[reshke's solution](#)

185.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,385 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

186.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

187.

1148A

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

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

[reshke's solution](#)

188.

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-24 · Kotlin 1.4 (first AC) · Tags: *special

[reshke's solution](#)

189.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · MS C++ 2017 (first AC) · Tags: implementation, math

[reshke's solution](#)

190.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · MS C++ 2017 (first AC) · Tags: implementation

[reshke's solution](#)

191.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-04-29 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[reshke's solution](#)

192.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[reshke's solution](#)

193.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · MS C++ 2017 (first AC) · Tags: implementation

[reshke's solution](#)

194.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · MS C++ 2017 (first AC) · Tags: implementation, strings

[reshke's solution](#)

195.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · MS C++ 2017 (first AC) · Tags: implementation

[reshke's solution](#)

196.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[reshke's solution](#)

197.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

198.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-08-11 · Python 3 (first AC) · Tags: math

[reshke's solution](#)

199.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

200.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-01 · PyPy 3 (first AC) · Tags: implementation

[reshke's solution](#)

201.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · Python 3 (first AC) · Tags: math

[reshke's solution](#)

202.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,875 global accepts · Rating: 800 · first AC: 2018-07-16 · PyPy 3 (first AC) · Tags: implementation

[reshke's solution](#)

203.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · PyPy 3 (first AC) · Tags: implementation

[reshke's solution](#)

204.

1005A

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

Quality: 27,519 global accepts · Rating: 800 · first AC: 2018-07-09 · PyPy 3 (first AC) · Tags: implementation

[reshke's solution](#)

205.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2018-07-03 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

206.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-06-25 · PyPy 3 (first AC) · Tags: implementation, sortings

[reshke's solution](#)

207.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2018-06-25 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

208.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2018-06-24 · PyPy 3 (first AC) · Tags: dp, greedy

[reshke's solution](#)

209.

999A

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

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-21 · Python 3 (first AC) · Tags: brute force, implementation

[reshke's solution](#)

210.

992A

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

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-06-18 · Python 3 (first AC) · Tags: implementation, sortings

[reshke's solution](#)

211.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-01 · Python 3 (first AC) · Tags: brute force, implementation

[reshke's solution](#)

212.

987A

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

Quality: 17,504 global accepts · Rating: 800 · first AC: 2018-05-29 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

213.

976A

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

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

214.

959A

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

Quality: 55,677 global accepts · Rating: 800 · first AC: 2018-04-03 · Python 3 (first AC) · Tags: games, math

[reshke's solution](#)

215.

952A

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

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · Python 3 (first AC) · Tags: *special, math

[reshke's solution](#)

216.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,090 global accepts · Rating: 800 · first AC: 2018-03-04 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[reshke's solution](#)

217.

2140B

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

Quality: 22,141 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

218.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[reshke's solution](#)

219.

2047B

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

Quality: 19,250 global accepts · Rating: 900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[reshke's solution](#)

220.

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[reshke's solution](#)

221.

2013B

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

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

222.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[reshke's solution](#)

223.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[reshke's solution](#)

224.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[reshke's solution](#)

225.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

226.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[reshke's solution](#)

227.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[reshke's solution](#)

228.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[reshke's solution](#)

229.

1609A

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

Quality: 18,897 global accepts · Rating: 900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[reshke's solution](#)

230.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[reshke's solution](#)

231.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,959 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[reshke's solution](#)

232.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[reshke's solution](#)

233.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2024-01-21 · Python 3 (first AC) · Tags: greedy, strings

[reshke's solution](#)

234.

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[reshke's solution](#)

235.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

236.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2023-12-30 · Python 3 (first AC) · Tags: geometry, math

[reshke's solution](#)

237.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,495 global accepts · Rating: 900 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: strings

[reshke's solution](#)

238.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[reshke's solution](#)

239.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[reshke's solution](#)

240.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

241.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[reshke's solution](#)

242.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[reshke's solution](#)

243.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

244.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

245.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,577 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[reshke's solution](#)

246.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[reshke's solution](#)

247.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[reshke's solution](#)

248.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-01-20 · Python 3 (first AC) · Tags: constructive algorithms

[reshke's solution](#)

249.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

250.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

251.

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

[reshke's solution](#)

252.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[reshke's solution](#)

253.

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · Clang++20 Diagnostics (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

254.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

255.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[reshke's solution](#)

256.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,912 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[reshke's solution](#)

257.

1582B

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

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[reshke's solution](#)

258.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

259.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

260.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

261.

1282A

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

Quality: 15,502 global accepts · Rating: 900 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[reshke's solution](#)

262.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

263.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[reshke's solution](#)

264.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[reshke's solution](#)

265.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,513 global accepts · Rating: 900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[reshke's solution](#)

266.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[reshke's solution](#)

267.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · MS C++ 2017 (first AC) · Tags: math

[reshke's solution](#)

268.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[reshke's solution](#)

269.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[reshke's solution](#)

270.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · MS C++ 2017 (first AC) · Tags: combinatorics, greedy
[reshke's solution](#)

271.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-09 · MS C++ 2017 (first AC) · Tags: greedy, math
[reshke's solution](#)

272.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,852 global accepts · Rating: 900 · first AC: 2019-04-29 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[reshke's solution](#)

273.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[reshke's solution](#)

274.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

275.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[reshke's solution](#)

276.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[reshke's solution](#)

277.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · PyPy 3 (first AC) · Tags: greedy, implementation, math
[reshke's solution](#)

278.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-28 · Python 3 (first AC) · Tags: greedy, implementation, sortings
[reshke's solution](#)

279.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-14 · PyPy 3 (first AC) · Tags: implementation, strings

[reshke's solution](#)

280.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-07-09 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[reshke's solution](#)

281.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · PyPy 3 (first AC) · Tags: implementation

[reshke's solution](#)

282.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-06-25 · PyPy 3 (first AC) · Tags: implementation, strings

[reshke's solution](#)

283.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2018-06-25 · Python 3 (first AC) · Tags: implementation, strings

[reshke's solution](#)

284.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · PyPy 3 (first AC) · Tags: greedy, sortings

[reshke's solution](#)

285.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

286.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · Python 3 (first AC) · Tags: implementation, strings

[reshke's solution](#)

287.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[reshke's solution](#)

288.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-24 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

289.

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,766 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[reshke's solution](#)

290.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,819 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

291.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[reshke's solution](#)

292.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[reshke's solution](#)

293.

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[reshke's solution](#)

294.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[reshke's solution](#)

295.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[reshke's solution](#)

296.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[reshke's solution](#)

297.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[reshke's solution](#)

298.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

299.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[reshke's solution](#)

300.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

301.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[reshke's solution](#)

302.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2024-02-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

303.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[reshke's solution](#)

304.

1782B

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

Rating: 1000 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[reshke's solution](#)

305.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

306.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[reshke's solution](#)

307.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[reshke's solution](#)

308.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2024-01-21 · Python 3 (first AC) · Tags: math, number theory

[reshke's solution](#)

309.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

310.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[reshke's solution](#)

311.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2024-01-02 · Python 3 (first AC) · Tags: math

[reshke's solution](#)

312.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

313.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[reshke's solution](#)

314.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

315.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[reshke's solution](#)

316.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[reshke's solution](#)

317.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[reshke's solution](#)

318.

500A

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

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[reshke's solution](#)

319.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[reshke's solution](#)

320.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[reshke's solution](#)

321.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[reshke's solution](#)

322.

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[reshke's solution](#)

323.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[reshke's solution](#)

324.

1876A

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

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

325.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

326.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[reshke's solution](#)

327.

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[reshke's solution](#)

328.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,902 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[reshke's solution](#)

329.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[reshke's solution](#)

330.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[reshke's solution](#)

331.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[reshke's solution](#)

332.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[reshke's solution](#)

333.

1277A

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

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[reshke's solution](#)

334.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

335.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[reshke's solution](#)

336.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-13 · MS C++ 2017 (first AC) · Tags: math

[reshke's solution](#)

337.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-06 · MS C++ 2017 (first AC) · Tags: strings

[reshke's solution](#)

338.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · MS C++ 2017 (first AC) · Tags: math, number theory

[reshke's solution](#)

339.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[reshke's solution](#)

340.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[reshke's solution](#)

341.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[reshke's solution](#)

342.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[reshke's solution](#)

343.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[reshke's solution](#)

344.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[reshke's solution](#)

345.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[reshke's solution](#)

346.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[reshke's solution](#)

347.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[reshke's solution](#)

348.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[reshke's solution](#)

349.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: brute force, math
[reshke's solution](#)

350.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · MS C++ 2017 (first AC) · Tags: implementation
[reshke's solution](#)

351.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-03-21 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[reshke's solution](#)

352.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

353.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[reshke's solution](#)

354.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[reshke's solution](#)

355.

893B

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

Quality: 12,666 global accepts · Rating: 1000 · first AC: 2018-08-23 · Python 3 (first AC) · Tags: brute force, implementation

[reshke's solution](#)

356.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[reshke's solution](#)

357.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[reshke's solution](#)

358.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · Python 3 (first AC) · Tags: math

[reshke's solution](#)

359.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,358 global accepts · Rating: 1000 · first AC: 2018-08-11 · Python 3 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[reshke's solution](#)

360.

1008B

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

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · PyPy 3 (first AC) · Tags: greedy, sortings

[reshke's solution](#)

361.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1000 · first AC: 2018-07-01 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[reshke's solution](#)

362.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · PyPy 3 (first AC) · Tags: implementation

[reshke's solution](#)

363.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · Python 3 (first AC) · Tags: implementation, math

[reshke's solution](#)

364.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · Python 3 (first AC) · Tags: sortings

[reshke's solution](#)

365.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

graphs

[reshke's solution](#)

366.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[reshke's solution](#)

367.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[reshke's solution](#)

368.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[reshke's solution](#)

369.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[reshke's solution](#)

370.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[reshke's solution](#)

371.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[reshke's solution](#)

372.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, strings

[reshke's solution](#)

373.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

374.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[reshke's solution](#)

375.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

376.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

377.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[reshke's solution](#)

378.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[reshke's solution](#)

379.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[reshke's solution](#)

380.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[reshke's solution](#)

381.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[reshke's solution](#)

382.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

383.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[reshke's solution](#)

384.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[reshke's solution](#)

385.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

386.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[reshke's solution](#)

387.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[reshke's solution](#)

388.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[reshke's solution](#)

389.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[reshke's solution](#)

390.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

391.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[reshke's solution](#)

392.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[reshke's solution](#)

393.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[reshke's solution](#)

394.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[reshke's solution](#)

395.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[reshke's solution](#)

396.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[reshke's solution](#)

397.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[reshke's solution](#)

398.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[reshke's solution](#)

399.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[reshke's solution](#)

400.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[reshke's solution](#)

401.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[reshke's solution](#)

402.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
[reshke's solution](#)

403.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[reshke's solution](#)

404.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[reshke's solution](#)

405.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[reshke's solution](#)

406.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[reshke's solution](#)

407.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,825 global accepts · Rating: 1100 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two

pointers

[reshke's solution](#)

408.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[reshke's solution](#)

409.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[reshke's solution](#)

410.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

411.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[reshke's solution](#)

412.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[reshke's solution](#)

413.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

414.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

415.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[reshke's solution](#)

416.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[reshke's solution](#)

417.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

418.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

419.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

420.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[reshke's solution](#)

421.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[reshke's solution](#)

422.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

423.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[reshke's solution](#)

424.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2018-08-13 · Python 3 (first AC) · Tags: greedy, math

[reshke's solution](#)

425.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[reshke's solution](#)

426.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2018-08-02 · Python 3 (first AC) · Tags: implementation, sortings

[reshke's solution](#)

427.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[reshke's solution](#)

428.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-06-25 · PyPy 3 (first AC) · Tags: brute force, implementation

[reshke's solution](#)

429.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[reshke's solution](#)

430.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · Python 3 (first AC) · Tags: math
[reshke's solution](#)

431.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · Python 3 (first AC) · Tags: implementation
[reshke's solution](#)

432.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · Python 3 (first AC) · Tags: greedy, math
[reshke's solution](#)

433.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,693 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[reshke's solution](#)

434.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[reshke's solution](#)

435.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,311 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[reshke's solution](#)

436.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[reshke's solution](#)

437.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings
[reshke's solution](#)

438.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[reshke's solution](#)

439.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, two pointers

[reshke's solution](#)

440.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 1200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[reshke's solution](#)

441.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[reshke's solution](#)

442.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[reshke's solution](#)

443.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[reshke's solution](#)

444.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[reshke's solution](#)

445.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation

[reshke's solution](#)

446.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[reshke's solution](#)

447.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[reshke's solution](#)

448.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[reshke's solution](#)

449.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

450.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[reshke's solution](#)

451.

1586B

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

Rating: 1200 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[reshke's solution](#)

452.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,471 global accepts · Rating: 1200 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[reshke's solution](#)

453.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

454.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[reshke's solution](#)

455.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,677 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[reshke's solution](#)

456.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[reshke's solution](#)

457.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[reshke's solution](#)

458.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: games

[reshke's solution](#)

459.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,804 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[reshke's solution](#)

460.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[reshke's solution](#)

461.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

462.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[reshke's solution](#)

463.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[reshke's solution](#)

464.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[reshke's solution](#)

465.

1355A

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

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[reshke's solution](#)

466.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[reshke's solution](#)

467.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,704 global accepts · Rating: 1200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

468.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

469.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[reshke's solution](#)

470.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

471.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[reshke's solution](#)

472.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[reshke's solution](#)

473.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2023-12-17 · last AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

474.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[reshke's solution](#)

475.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[reshke's solution](#)

476.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[reshke's solution](#)

477.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

478.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[reshke's solution](#)

479.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[reshke's solution](#)

480.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

481.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[reshke's solution](#)

482.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[reshke's solution](#)

483.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,892 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[reshke's solution](#)

484.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 1200 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[reshke's solution](#)

485.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-01-27 · Python 3 (first AC) · Tags: greedy, math
[reshke's solution](#)

486.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[reshke's solution](#)

487.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[reshke's solution](#)

488.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings
[reshke's solution](#)

489.

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
[reshke's solution](#)

490.

1582C

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

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[reshke's solution](#)

491.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[reshke's solution](#)

492.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,365 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers
[reshke's solution](#)

493.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[reshke's solution](#)

494.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[reshke's solution](#)

495.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1200 · first AC: 2019-11-01 · MS C++ 2017 (first AC) · Tags: constructive algorithms, dp, greedy
[reshke's solution](#)

496.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

497.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[reshke's solution](#)

498.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[reshke's solution](#)

499.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

500.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[reshke's solution](#)

501.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[reshke's solution](#)

502.

1150C

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

Quality: 1200 · first AC: 2019-04-29 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[reshke's solution](#)

503.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[reshke's solution](#)

504.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

505.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · Python 3 (first AC) · Tags: dp, greedy, math

[reshke's solution](#)

506.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · MS C++ 2017 (first AC) · Tags: implementation, strings

[reshke's solution](#)

507.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[reshke's solution](#)

508.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

509.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[reshke's solution](#)

510.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-28 · Python 3 (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

511.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[reshke's solution](#)

512.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-08-23 · Python 3 (first AC) · Tags: brute force, math

[reshke's solution](#)

513.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[reshke's solution](#)

514.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

515.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · Python 3 (first AC) · Tags: implementation, math

[reshke's solution](#)

516.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-01 · PyPy 3 (first AC) · Tags: implementation

[reshke's solution](#)

517.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · Python 3 (first AC) · Tags: greedy

[reshke's solution](#)

518.

1011B

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

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-29 · last AC: 2018-07-29 · Python 3 (first AC) · Tags: binary search, brute force, implementation

[reshke's solution](#)

519.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2018-07-16 · PyPy 3 (first AC) · Tags: binary search, data structures, two pointers

[reshke's solution](#)

520.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2018-07-16 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[reshke's solution](#)

521.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-01 · MS C++ (first AC) · Tags: dp, greedy, sortings

[reshke's solution](#)

522.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · Python 3 (first AC) · Tags: greedy, implementation

[reshke's solution](#)

523.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[reshke's solution](#)

524.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[reshke's solution](#)

525.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · Python 3 (first AC) · Tags: greedy, sortings

[reshke's solution](#)

526.

985B

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

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

[reshke's solution](#)

527.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation

[reshke's solution](#)

528.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[reshke's solution](#)

529.

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · MS C++ (first AC) · Tags: *special, strings

[reshke's solution](#)

530.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,104 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[reshke's solution](#)

531.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[reshke's solution](#)

532.

2118C

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

Quality: 18,482 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[reshke's solution](#)

533.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[reshke's solution](#)

534.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[reshke's solution](#)

535.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[reshke's solution](#)

536.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[reshke's solution](#)

537.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[reshke's solution](#)

538.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · last AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

539.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[reshke's solution](#)

540.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[reshke's solution](#)

541.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[reshke's solution](#)

542.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[reshke's solution](#)

543.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[reshke's solution](#)

544.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[reshke's solution](#)

545.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[reshke's solution](#)

546.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[reshke's solution](#)

547.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[reshke's solution](#)

548.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

549.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[reshke's solution](#)

550.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[reshke's solution](#)

551.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[reshke's solution](#)

552.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[reshke's solution](#)

553.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[reshke's solution](#)

554.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[reshke's solution](#)

555.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[reshke's solution](#)

556.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[reshke's solution](#)

557.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
[reshke's solution](#)

558.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[reshke's solution](#)

559.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, strings
[reshke's solution](#)

560.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[reshke's solution](#)

561.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[reshke's solution](#)

562.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[reshke's solution](#)

563.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings
[reshke's solution](#)

564.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[reshke's solution](#)

565.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[reshke's solution](#)

566.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[reshke's solution](#)

567.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[reshke's solution](#)

568.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[reshke's solution](#)

569.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[reshke's solution](#)

570.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[reshke's solution](#)

571.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[reshke's solution](#)

572.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[reshke's solution](#)

573.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[reshke's solution](#)

574.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[reshke's solution](#)

575.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[reshke's solution](#)

576.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[reshke's solution](#)

577.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[reshke's solution](#)

578.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[reshke's solution](#)

579.

1868A

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

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[reshke's solution](#)

580.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[reshke's solution](#)

581.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[reshke's solution](#)

582.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[reshke's solution](#)

583.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-25 · MS C++ 2017 (first AC) · Tags: two pointers
[reshke's solution](#)

584.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[reshke's solution](#)

585.

1775B

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

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[reshke's solution](#)

586.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[reshke's solution](#)

587.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[reshke's solution](#)

588.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, number theory, strings
[reshke's solution](#)

589.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[reshke's solution](#)

590.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[reshke's solution](#)

591.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[reshke's solution](#)

592.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[reshke's solution](#)

593.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
[reshke's solution](#)

594.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[reshke's solution](#)

595.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[reshke's solution](#)

596.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

597.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[reshke's solution](#)

598.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[reshke's solution](#)

599.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · MS C++ 2017 (first AC) · Tags: binary search, implementation, strings
[reshke's solution](#)

600.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[reshke's solution](#)

601.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · MS C++ 2017 (first AC) · Tags: implementation, math
[reshke's solution](#)

602.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[reshke's solution](#)

603.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[reshke's solution](#)

604.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[reshke's solution](#)

605.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[reshke's solution](#)

606.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[reshke's solution](#)

607.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[reshke's solution](#)

608.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[reshke's solution](#)

609.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[reshke's solution](#)

610.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[reshke's solution](#)

611.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · PyPy 3 (first AC) · Tags: brute force, implementation

[reshke's solution](#)

612.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2018-08-02 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

613.

257B

[Playing Cubes](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 1300 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[reshke's solution](#)

614.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · PyPy 3 (first AC) · Tags: combinatorics, math

[reshke's solution](#)

615.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-07-09 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[reshke's solution](#)

616.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[reshke's solution](#)

617.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2018-07-03 · MS C++ (first AC) · Tags: brute force, implementation, math

[reshke's solution](#)

618.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-03 · Python 3 (first AC) · Tags: constructive algorithms

[reshke's solution](#)

619.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-06-25 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[reshke's solution](#)

620.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-06-25 · Python 3 (first AC) · Tags: implementation

[reshke's solution](#)

621.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-18 · Python 3 (first AC) · Tags: implementation, math

[reshke's solution](#)

622.

929B

[AÄBDBC 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-03 · MS C++ (first AC) · Tags: *special, implementation

[reshke's solution](#)

623.

2156C

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

Quality: 12,290 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[reshke's solution](#)

624.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[reshke's solution](#)

625.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[reshke's solution](#)

626.

2111D

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

Quality: 11,993 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

[reshke's solution](#)

627.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[reshke's solution](#)

628.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[reshke's solution](#)

629.

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[reshke's solution](#)

630.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,452 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[reshke's solution](#)

631.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[reshke's solution](#)

632.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math, ternary search

[reshke's solution](#)

633.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[reshke's solution](#)

634.

1983C

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

Quality: 14,713 global accepts · Rating: 1400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[reshke's solution](#)

635.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[reshke's solution](#)

636.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[reshke's solution](#)

637.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[reshke's solution](#)

638.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[reshke's solution](#)

639.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[reshke's solution](#)

640.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math

[reshke's solution](#)

641.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

642.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[reshke's solution](#)

643.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

644.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

645.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[reshke's solution](#)

646.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[reshke's solution](#)

647.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[reshke's solution](#)

648.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[reshke's solution](#)

649.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[reshke's solution](#)

650.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

651.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[reshke's solution](#)

652.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

653.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[reshke's solution](#)

654.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers

[reshke's solution](#)

655.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy

[reshke's solution](#)

656.

1888C

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

Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[reshke's solution](#)

657.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,428 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[reshke's solution](#)

658.

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[reshke's solution](#)

659.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation
[reshke's solution](#)

660.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[reshke's solution](#)

661.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[reshke's solution](#)

662.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
[reshke's solution](#)

663.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[reshke's solution](#)

664.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[reshke's solution](#)

665.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[reshke's solution](#)

666.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

667.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[reshke's solution](#)

668.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[reshke's solution](#)

669.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[reshke's solution](#)

670.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[reshke's solution](#)

671.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[reshke's solution](#)

672.

1894C

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

Rating: 1400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[reshke's solution](#)

673.

955B

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

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[reshke's solution](#)

674.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[reshke's solution](#)

675.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[reshke's solution](#)

676.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

677.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[reshke's solution](#)

678.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,193 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory
[reshke's solution](#)

679.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[reshke's solution](#)

680.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,571 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy
[reshke's solution](#)

681.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[reshke's solution](#)

682.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[reshke's solution](#)

683.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[reshke's solution](#)

684.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[reshke's solution](#)

685.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[reshke's solution](#)

686.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2020-12-26 · MS C++ 2017 (first AC) · Tags: data structures, implementation
[reshke's solution](#)

687.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[reshke's solution](#)

688.

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[reshke's solution](#)

689.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[reshke's solution](#)

690.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[reshke's solution](#)

691.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[reshke's solution](#)

692.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[reshke's solution](#)

693.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[reshke's solution](#)

694.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory
[reshke's solution](#)

695.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,875 global accepts · Rating: 1400 · first AC: 2019-11-01 · MS C++ 2017 (first AC) · Tags: dp
[reshke's solution](#)

696.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[reshke's solution](#)

697.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[reshke's solution](#)

698.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[reshke's solution](#)

699.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp
[reshke's solution](#)

700.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math
[reshke's solution](#)

701.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · MS C++ 2017 (first AC) · Tags: brute force, greedy
[reshke's solution](#)

702.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-03-30 · MS C++ 2017 (first AC) · Tags: dfs and similar, trees
[reshke's solution](#)

703.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu
[reshke's solution](#)

704.

26B

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

Quality: 25,869 global accepts · Rating: 1400 · first AC: 2018-08-22 · Python 3 (first AC) · Tags: greedy
[reshke's solution](#)

705.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[reshke's solution](#)

706.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[reshke's solution](#)

707.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[reshke's solution](#)

708.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[reshke's solution](#)

709.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-08-06 · PyPy 3 (first AC) · Tags: combinatorics, math
[reshke's solution](#)

710.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · PyPy 3 (first AC) · Tags: greedy, implementation
[reshke's solution](#)

711.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · MS C++ (first AC) · Tags: constructive algorithms, implementation
[reshke's solution](#)

712.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-06-25 · Python 3 (first AC) · Tags: brute force, implementation, math
[reshke's solution](#)

713.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[reshke's solution](#)

714.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[reshke's solution](#)

715.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-06-25 · PyPy 3 (first AC) · Tags: dfs and similar, math, sortings
[reshke's solution](#)

716.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[reshke's solution](#)

717.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,063 global accepts · Rating: 1400 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[reshke's solution](#)

718.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees
[reshke's solution](#)

719.

929A

[A Cyclic B C\\$5C'>D 8C65CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · MS C++ (first AC) · Tags: *special, greedy, implementation
[reshke's solution](#)

720.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · MS C++ (first AC) · Tags: *special, dp
[reshke's solution](#)

721.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,259 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[reshke's solution](#)

722.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, ternary search
[reshke's solution](#)

723.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[reshke's solution](#)

724.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory
[reshke's solution](#)

725.

2057C

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

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[reshke's solution](#)

726.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,511 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[reshke's solution](#)

727.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[reshke's solution](#)

728.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[reshke's solution](#)

729.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[reshke's solution](#)

730.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[reshke's solution](#)

731.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[reshke's solution](#)

732.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

733.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

734.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[reshke's solution](#)

735.

1417C

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

Rating: 1500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[reshke's solution](#)

736.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[reshke's solution](#)

737.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[reshke's solution](#)

738.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

739.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[reshke's solution](#)

740.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[reshke's solution](#)

741.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,644 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[reshke's solution](#)

742.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[reshke's solution](#)

743.

1404A

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

Quality: 19,395 global accepts · Rating: 1500 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[reshke's solution](#)

744.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,467 global accepts · Rating: 1500 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory, sortings

[reshke's solution](#)

745.

1486B

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

Quality: 20,488 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[reshke's solution](#)

746.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[reshke's solution](#)

747.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[reshke's solution](#)

748.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[reshke's solution](#)

749.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[reshke's solution](#)

750.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy,

implementation

[reshke's solution](#)

751.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, trees

[reshke's solution](#)

752.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[reshke's solution](#)

753.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[reshke's solution](#)

754.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

755.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1500 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, strings, two pointers

[reshke's solution](#)

756.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[reshke's solution](#)

757.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,594 global accepts · Rating: 1500 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[reshke's solution](#)

758.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[reshke's solution](#)

759.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[reshke's solution](#)

760.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[reshke's solution](#)

761.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[reshke's solution](#)

762.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[reshke's solution](#)

763.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,500 global accepts · Rating: 1500 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[reshke's solution](#)

764.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,758 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[reshke's solution](#)

765.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,560 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[reshke's solution](#)

766.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[reshke's solution](#)

767.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[reshke's solution](#)

768.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[reshke's solution](#)

769.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

770.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2022-11-27 · MS C++ 2017 (first AC) · Tags: greedy

[reshke's solution](#)

771.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

772.

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

[reshke's solution](#)

773.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[reshke's solution](#)

774.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[reshke's solution](#)

775.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[reshke's solution](#)

776.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,566 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[reshke's solution](#)

777.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[reshke's solution](#)

778.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[reshke's solution](#)

779.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

780.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[reshke's solution](#)

781.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
[reshke's solution](#)

782.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[reshke's solution](#)

783.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,306 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[reshke's solution](#)

784.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · MS C++ 2017 (first AC) · Tags: number theory
[reshke's solution](#)

785.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[reshke's solution](#)

786.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[reshke's solution](#)

787.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math
[reshke's solution](#)

788.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · MS C++ 2017 (first AC) · Tags: data structures, implementation
[reshke's solution](#)

789.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · MS C++ 2017 (first AC) · Tags: graphs, implementation
[reshke's solution](#)

790.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-03-21 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[reshke's solution](#)

791.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · MS C++ 2017 (first AC) · Tags: constructive algorithms, sortings
[reshke's solution](#)

792.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

793.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[reshke's solution](#)

794.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,285 global accepts · Rating: 1500 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[reshke's solution](#)

795.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1500 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[reshke's solution](#)

796.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math

[reshke's solution](#)

797.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[reshke's solution](#)

798.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2018-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[reshke's solution](#)

799.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[reshke's solution](#)

800.

812C

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

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[reshke's solution](#)

801.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[reshke's solution](#)

802.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · Python 3 (first AC) · Tags: implementation, math

[reshke's solution](#)

803.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[reshke's solution](#)

804.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · PyPy 3 (first AC) · Tags: dp, greedy, number theory

[reshke's solution](#)

805.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · MS C++ (first AC) · Tags: math

[reshke's solution](#)

806.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · Python 3 (first AC) · Tags: greedy

[reshke's solution](#)

807.

977E

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

Quality: 25,624 global accepts · Rating: 1500 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[reshke's solution](#)

808.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · PyPy 3 (first AC) · Tags: binary search, implementation

[reshke's solution](#)

809.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[reshke's solution](#)

810.

931D

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[reshke's solution](#)

811.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math, number theory

[reshke's solution](#)

812.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, strings

[reshke's solution](#)

813.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[reshke's solution](#)

814.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[reshke's solution](#)

815.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers
[reshke's solution](#)

816.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings
[reshke's solution](#)

817.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[reshke's solution](#)

818.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[reshke's solution](#)

819.

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math
[reshke's solution](#)

820.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu
[reshke's solution](#)

821.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[reshke's solution](#)

822.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[reshke's solution](#)

823.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[reshke's solution](#)

824.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

825.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,301 global accepts · Rating: 1600 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

826.

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, math

[reshke's solution](#)

827.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2024-02-23 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[reshke's solution](#)

828.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

829.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[reshke's solution](#)

830.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[reshke's solution](#)

831.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[reshke's solution](#)

832.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[reshke's solution](#)

833.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

834.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[reshke's solution](#)

835.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory
[reshke's solution](#)

836.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[reshke's solution](#)

837.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[reshke's solution](#)

838.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[reshke's solution](#)

839.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[reshke's solution](#)

840.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[reshke's solution](#)

841.

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[reshke's solution](#)

842.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[reshke's solution](#)

843.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[reshke's solution](#)

844.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[reshke's solution](#)

845.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[reshke's solution](#)

846.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[reshke's solution](#)

847.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[reshke's solution](#)

848.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

849.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[reshke's solution](#)

850.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,084 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[reshke's solution](#)

851.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[reshke's solution](#)

852.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[reshke's solution](#)

853.

1781C

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

Quality: 10,462 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[reshke's solution](#)

854.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[reshke's solution](#)

855.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[reshke's solution](#)

856.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[reshke's solution](#)

857.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[reshke's solution](#)

858.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-26 · MS C++ 2017 (first AC) · Tags: brute force, implementation
[reshke's solution](#)

859.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[reshke's solution](#)

860.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[reshke's solution](#)

861.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[reshke's solution](#)

862.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[reshke's solution](#)

863.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2020-01-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[reshke's solution](#)

864.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[reshke's solution](#)

865.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[reshke's solution](#)

866.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

867.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[reshke's solution](#)

868.

1243B2

[Character Swap \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-06 · MS C++ 2017 (first AC) · Tags: strings

[reshke's solution](#)

869.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

870.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[reshke's solution](#)

871.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[reshke's solution](#)

872.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[reshke's solution](#)

873.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[reshke's solution](#)

874.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[reshke's solution](#)

875.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[reshke's solution](#)

876.

1148B

[Born This Way](#) · [Tutorial](#)

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

877.

1165D

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

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2019-05-14 · MS C++ 2017 (first AC) · Tags: math, number theory
[reshke's solution](#)

878.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · MS C++ 2017 (first AC) · Tags: data structures, implementation
[reshke's solution](#)

879.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2019-03-22 · MS C++ 2017 (first AC) · Tags: brute force, data structures, sortings
[reshke's solution](#)

880.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[reshke's solution](#)

881.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-08 · MS C++ (first AC) · Tags: greedy, two pointers
[reshke's solution](#)

882.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[reshke's solution](#)

883.

1029C

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

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[reshke's solution](#)

884.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[reshke's solution](#)

885.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[reshke's solution](#)

886.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers
[reshke's solution](#)

887.

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

888.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[reshke's solution](#)

889.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,652 global accepts · Rating: 1600 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[reshke's solution](#)

890.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2018-08-13 · Python 3 (first AC) · Tags: binary search, math

[reshke's solution](#)

891.

925A

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

Quality: 3,872 global accepts · Rating: 1600 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[reshke's solution](#)

892.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[reshke's solution](#)

893.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

894.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[reshke's solution](#)

895.

1015D

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

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-01 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

896.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2018-07-29 · Python 3 (first AC) · Tags: brute force, geometry, implementation, math

[reshke's solution](#)

897.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[reshke's solution](#)

898.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-28 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

899.

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · Python 3 (first AC) · Tags: math

[reshke's solution](#)

900.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · Python 3 (first AC) · Tags: math, number theory

[reshke's solution](#)

901.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[reshke's solution](#)

902.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[reshke's solution](#)

903.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[reshke's solution](#)

904.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math

[reshke's solution](#)

905.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[reshke's solution](#)

906.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[reshke's solution](#)

907.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[reshke's solution](#)

908.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[reshke's solution](#)

909.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

910.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

911.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,604 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[reshke's solution](#)

912.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[reshke's solution](#)

913.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[reshke's solution](#)

914.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[reshke's solution](#)

915.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[reshke's solution](#)

916.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[reshke's solution](#)

917.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[reshke's solution](#)

918.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-04 · last AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, dp, graphs, greedy, implementation, two pointers

[reshke's solution](#)

919.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[reshke's solution](#)

920.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[reshke's solution](#)

921.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[reshke's solution](#)

922.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, two pointers

[reshke's solution](#)

923.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[reshke's solution](#)

924.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[reshke's solution](#)

925.

1731D

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

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[reshke's solution](#)

926.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[reshke's solution](#)

927.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[reshke's solution](#)

928.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[reshke's solution](#)

929.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[reshke's solution](#)

930.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[reshke's solution](#)

931.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[reshke's solution](#)

932.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[reshke's solution](#)

933.

1586C

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

Rating: 1700 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[reshke's solution](#)

934.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[reshke's solution](#)

935.

1930C

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

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

[reshke's solution](#)

936.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, math

[reshke's solution](#)

937.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[reshke's solution](#)

938.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[reshke's solution](#)

939.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[reshke's solution](#)

940.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[reshke's solution](#)

941.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[reshke's solution](#)

942.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory
[reshke's solution](#)

943.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[reshke's solution](#)

944.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[reshke's solution](#)

945.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, two pointers
[reshke's solution](#)

946.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[reshke's solution](#)

947.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
[reshke's solution](#)

948.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[reshke's solution](#)

949.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[reshke's solution](#)

950.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[reshke's solution](#)

951.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[reshke's solution](#)

952.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[reshke's solution](#)

953.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[reshke's solution](#)

954.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[reshke's solution](#)

955.

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[reshke's solution](#)

956.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[reshke's solution](#)

957.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[reshke's solution](#)

958.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[reshke's solution](#)

959.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[reshke's solution](#)

960.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[reshke's solution](#)

961.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers
[reshke's solution](#)

962.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[reshke's solution](#)

963.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[reshke's solution](#)

964.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, divide and conquer, math
[reshke's solution](#)

965.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[reshke's solution](#)

966.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[reshke's solution](#)

967.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[reshke's solution](#)

968.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[reshke's solution](#)

969.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[reshke's solution](#)

970.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[reshke's solution](#)

971.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[reshke's solution](#)

972.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[reshke's solution](#)

973.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[reshke's solution](#)

974.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[reshke's solution](#)

975.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[reshke's solution](#)

976.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[reshke's solution](#)

977.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[reshke's solution](#)

978.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[reshke's solution](#)

979.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[reshke's solution](#)

980.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[reshke's solution](#)

981.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-26 · MS C++ 2017 (first AC) · Tags: binary search, sortings

[reshke's solution](#)

982.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[reshke's solution](#)

983.

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

984.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[reshke's solution](#)

985.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[reshke's solution](#)

986.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[reshke's solution](#)

987.

1269C

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

Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

988.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[reshke's solution](#)

989.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[reshke's solution](#)

990.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[reshke's solution](#)

991.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[reshke's solution](#)

992.

1248C

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

Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[reshke's solution](#)

993.

1237C1

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

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

994.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[reshke's solution](#)

995.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[reshke's solution](#)

996.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[reshke's solution](#)

997.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
[reshke's solution](#)

998.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[reshke's solution](#)

999.

1148C

[Crazy Diamond](#) · [Tutorial](#)

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

1000.

1169C

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

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

[reshke's solution](#)

1001.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · MS C++ 2017 (first AC) · Tags: greedy, strings

[reshke's solution](#)

1002.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · MS C++ 2017 (first AC) · Tags: implementation, math, number theory

[reshke's solution](#)

1003.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[reshke's solution](#)

1004.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[reshke's solution](#)

1005.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[reshke's solution](#)

1006.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[reshke's solution](#)

1007.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[reshke's solution](#)

1008.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[reshke's solution](#)

1009.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[reshke's solution](#)

1010.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[reshke's solution](#)

1011.

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-08-01 · GNU C++17 Diagnostics (first AC) · Tags: brute force, dp, greedy
[reshke's solution](#)

1012.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2018-07-23 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[reshke's solution](#)

1013.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[reshke's solution](#)

1014.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · PyPy 3 (first AC) · Tags: greedy, math
[reshke's solution](#)

1015.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-07-07 · MS C++ (first AC) · Tags: binary search, strings
[reshke's solution](#)

1016.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[reshke's solution](#)

1017.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[reshke's solution](#)

1018.

929C

[A=00AC,,2C O Cα>CÄ0CÔ4C](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-03 · MS C++ (first AC) · Tags: *special, combinatorics, math
[reshke's solution](#)

1019.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,866 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math
[reshke's solution](#)

1020.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,397 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers
[reshke's solution](#)

1021.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[reshke's solution](#)

1022.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[reshke's solution](#)

1023.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory
[reshke's solution](#)

1024.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers
[reshke's solution](#)

1025.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[reshke's solution](#)

1026.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · last AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers
[reshke's solution](#)

1027.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[reshke's solution](#)

1028.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory
[reshke's solution](#)

1029.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[reshke's solution](#)

1030.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees
[reshke's solution](#)

1031.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings
[reshke's solution](#)

1032.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-09-22 · last AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees
[reshke's solution](#)

1033.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[reshke's solution](#)

1034.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[reshke's solution](#)

1035.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[reshke's solution](#)

1036.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[reshke's solution](#)

1037.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings
[reshke's solution](#)

1038.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math
[reshke's solution](#)

1039.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[reshke's solution](#)

1040.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2024-02-23 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[reshke's solution](#)

1041.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[reshke's solution](#)

1042.

1930D1

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

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[reshke's solution](#)

1043.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[reshke's solution](#)

1044.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math, number theory

[reshke's solution](#)

1045.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[reshke's solution](#)

1046.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[reshke's solution](#)

1047.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,314 global accepts · Rating: 1800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[reshke's solution](#)

1048.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[reshke's solution](#)

1049.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[reshke's solution](#)

1050.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[reshke's solution](#)

1051.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[reshke's solution](#)

1052.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[reshke's solution](#)

1053.

1825D1

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

Rating: 1800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[reshke's solution](#)

1054.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[reshke's solution](#)

1055.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, math

[reshke's solution](#)

1056.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[reshke's solution](#)

1057.

1058D

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

Rating: 1800 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[reshke's solution](#)

1058.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, math

[reshke's solution](#)

1059.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[reshke's solution](#)

1060.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[reshke's solution](#)

1061.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[reshke's solution](#)

1062.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[reshke's solution](#)

1063.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[reshke's solution](#)

1064.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[reshke's solution](#)

1065.

482B

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

Quality: 7,734 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

[reshke's solution](#)

1066.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[reshke's solution](#)

1067.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[reshke's solution](#)

1068.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[reshke's solution](#)

1069.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[reshke's solution](#)

1070.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[reshke's solution](#)

1071.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[reshke's solution](#)

1072.

1861D

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

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[reshke's solution](#)

1073.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

1074.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[reshke's solution](#)

1075.

1805D

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

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[reshke's solution](#)

1076.

1450D

[Rating Compression](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[reshke's solution](#)

1077.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[reshke's solution](#)

1078.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[reshke's solution](#)

1079.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[reshke's solution](#)

1080.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 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

[reshke's solution](#)

1081.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[reshke's solution](#)

1082.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[reshke's solution](#)

1083.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[reshke's solution](#)

1084.

1720D1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[reshke's solution](#)

1085.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[reshke's solution](#)

1086.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[reshke's solution](#)

1087.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[reshke's solution](#)

1088.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[reshke's solution](#)

1089.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,910 global accepts · Rating: 1800 · first AC: 2020-12-26 · MS C++ 2017 (first AC) · Tags: dsu, graphs, greedy

[reshke's solution](#)

1090.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[reshke's solution](#)

1091.

1398D

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

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[reshke's solution](#)

1092.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[reshke's solution](#)

1093.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[reshke's solution](#)

1094.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[reshke's solution](#)

1095.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees
[reshke's solution](#)

1096.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[reshke's solution](#)

1097.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-28 · PyPy 3 (first AC) · Tags: number theory
[reshke's solution](#)

1098.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
[reshke's solution](#)

1099.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[reshke's solution](#)

1100.

1148D

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

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

1101.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[reshke's solution](#)

1102.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · MS C++ 2017 (first AC) · Tags: brute force, math, number theory
[reshke's solution](#)

1103.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[reshke's solution](#)

1104.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[reshke's solution](#)

1105.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[reshke's solution](#)

1106.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[reshke's solution](#)

1107.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[reshke's solution](#)

1108.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[reshke's solution](#)

1109.

1016C

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

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[reshke's solution](#)

1110.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-04 · MS C++ (first AC) · Tags: constructive algorithms, flows, math
[reshke's solution](#)

1111.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[reshke's solution](#)

1112.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[reshke's solution](#)

1113.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[reshke's solution](#)

1114.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2018-07-28 · Python 3 (first AC) · Tags: brute force, sortings

[reshke's solution](#)

1115.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[reshke's solution](#)

1116.

953B

[Add Points](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-18 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

1117.

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[reshke's solution](#)

1118.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[reshke's solution](#)

1119.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[reshke's solution](#)

1120.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[reshke's solution](#)

1121.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[reshke's solution](#)

1122.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[reshke's solution](#)

1123.

2111E

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

Quality: 5,408 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

[reshke's solution](#)

1124.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[reshke's solution](#)

1125.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[reshke's solution](#)

1126.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[reshke's solution](#)

1127.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[reshke's solution](#)

1128.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[reshke's solution](#)

1129.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[reshke's solution](#)

1130.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,320 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[reshke's solution](#)

1131.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[reshke's solution](#)

1132.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[reshke's solution](#)

1133.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[reshke's solution](#)

1134.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities
[reshke's solution](#)

1135.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graph matchings, graphs
[reshke's solution](#)

1136.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers
[reshke's solution](#)

1137.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math
[reshke's solution](#)

1138.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[reshke's solution](#)

1139.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[reshke's solution](#)

1140.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[reshke's solution](#)

1141.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[reshke's solution](#)

1142.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[reshke's solution](#)

1143.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[reshke's solution](#)

1144.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[reshke's solution](#)

1145.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[reshke's solution](#)

1146.

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

[reshke's solution](#)

1147.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1148.

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[reshke's solution](#)

1149.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[reshke's solution](#)

1150.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[reshke's solution](#)

1151.

1928D

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

Quality: 5,166 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

[reshke's solution](#)

1152.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number

theory

[reshke's solution](#)

1153.

1747D

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

Quality: 5,563 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[reshke's solution](#)

1154.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[reshke's solution](#)

1155.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[reshke's solution](#)

1156.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[reshke's solution](#)

1157.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[reshke's solution](#)

1158.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[reshke's solution](#)

1159.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[reshke's solution](#)

1160.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math

[reshke's solution](#)

1161.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[reshke's solution](#)

1162.

1480D1

[Painting the Array I](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[reshke's solution](#)

1163.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[reshke's solution](#)

1164.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[reshke's solution](#)

1165.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[reshke's solution](#)

1166.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[reshke's solution](#)

1167.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, strings

[reshke's solution](#)

1168.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[reshke's solution](#)

1169.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[reshke's solution](#)

1170.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[reshke's solution](#)

1171.

1041E

[Tree Reconstruction](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[reshke's solution](#)

1172.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[reshke's solution](#)

1173.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[reshke's solution](#)

1174.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[reshke's solution](#)

1175.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[reshke's solution](#)

1176.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[reshke's solution](#)

1177.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[reshke's solution](#)

1178.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

1179.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[reshke's solution](#)

1180.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[reshke's solution](#)

1181.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[reshke's solution](#)

1182.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, dfs and similar, dsu, graphs, trees

[reshke's solution](#)

1183.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[reshke's solution](#)

1184.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[reshke's solution](#)

1185.

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[reshke's solution](#)

1186.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,404 global accepts · Rating: 1900 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[reshke's solution](#)

1187.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[reshke's solution](#)

1188.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[reshke's solution](#)

1189.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[reshke's solution](#)

1190.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[reshke's solution](#)

1191.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, sortings

[reshke's solution](#)

1192.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 1900 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[reshke's solution](#)

1193.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[reshke's solution](#)

1194.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, two pointers

[reshke's solution](#)

1195.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[reshke's solution](#)

1196.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[reshke's solution](#)

1197.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[reshke's solution](#)

1198.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[reshke's solution](#)

1199.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[reshke's solution](#)

1200.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-11-06 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[reshke's solution](#)

1201.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[reshke's solution](#)

1202.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[reshke's solution](#)

1203.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[reshke's solution](#)

1204.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · MS C++ 2017 (first AC) · Tags: brute force, geometry

[reshke's solution](#)

1205.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[reshke's solution](#)

1206.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-25 · MS C++ (first AC) · Tags: implementation, math

[reshke's solution](#)

1207.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,072 global accepts · Rating: 1900 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[reshke's solution](#)

1208.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2018-08-15 · MS C++ (first AC) · Tags: binary search, bitmasks, greedy

[reshke's solution](#)

1209.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2018-08-07 · PyPy 3 (first AC) · Tags: math

[reshke's solution](#)

1210.

792D

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

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2018-08-02 · MS C++ (first AC) · Tags: bitmasks, trees

[reshke's solution](#)

1211.

1015E2

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

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-08-01 · MS C++ (first AC) · Tags: binary search, dp, greedy

[reshke's solution](#)

1212.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[reshke's solution](#)

1213.

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, matrices

[reshke's solution](#)

1214.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[reshke's solution](#)

1215.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-03 · Python 3 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[reshke's solution](#)

1216.

2154C2

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

Quality: 5,513 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[reshke's solution](#)

1217.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[reshke's solution](#)

1218.

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[reshke's solution](#)

1219.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[reshke's solution](#)

1220.

1354C2

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

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, geometry, math

[reshke's solution](#)

1221.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[reshke's solution](#)

1222.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[reshke's solution](#)

1223.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation,

math, string suffix structures, strings

[reshke's solution](#)

1224.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[reshke's solution](#)

1225.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

1226.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[reshke's solution](#)

1227.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[reshke's solution](#)

1228.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[reshke's solution](#)

1229.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[reshke's solution](#)

1230.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[reshke's solution](#)

1231.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[reshke's solution](#)

1232.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

1233.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[reshke's solution](#)

1234.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive
[reshke's solution](#)

1235.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[reshke's solution](#)

1236.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, math
[reshke's solution](#)

1237.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[reshke's solution](#)

1238.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[reshke's solution](#)

1239.

1030E

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

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[reshke's solution](#)

1240.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[reshke's solution](#)

1241.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[reshke's solution](#)

1242.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math
[reshke's solution](#)

1243.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[reshke's solution](#)

1244.

1894E

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

Rating: 2000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[reshke's solution](#)

1245.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[reshke's solution](#)

1246.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[reshke's solution](#)

1247.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

1248.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[reshke's solution](#)

1249.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[reshke's solution](#)

1250.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[reshke's solution](#)

1251.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[reshke's solution](#)

1252.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[reshke's solution](#)

1253.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[reshke's solution](#)

1254.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[reshke's solution](#)

1255.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[reshke's solution](#)

1256.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,784 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[reshke's solution](#)

1257.

1753C

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[reshke's solution](#)

1258.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[reshke's solution](#)

1259.

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[reshke's solution](#)

1260.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[reshke's solution](#)

1261.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[reshke's solution](#)

1262.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[reshke's solution](#)

1263.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[reshke's solution](#)

1264.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[reshke's solution](#)

1265.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[reshke's solution](#)

1266.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[reshke's solution](#)

1267.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[reshke's solution](#)

1268.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[reshke's solution](#)

1269.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games

[reshke's solution](#)

1270.

1588B

[Guess the Permutation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[reshke's solution](#)

1271.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[reshke's solution](#)

1272.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[reshke's solution](#)

1273.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[reshke's solution](#)

1274.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[reshke's solution](#)

1275.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[reshke's solution](#)

1276.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[reshke's solution](#)

1277.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[reshke's solution](#)

1278.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[reshke's solution](#)

1279.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[reshke's solution](#)

1280.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[reshke's solution](#)

1281.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[reshke's solution](#)

1282.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[reshke's solution](#)

1283.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[reshke's solution](#)

1284.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[reshke's solution](#)

1285.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[reshke's solution](#)

1286.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[reshke's solution](#)

1287.

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[reshke's solution](#)

1288.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-15 · PyPy 3 (first AC) · Tags: combinatorics, math, probabilities

[reshke's solution](#)

1289.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2018-07-08 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[reshke's solution](#)

1290.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[reshke's solution](#)

1291.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[reshke's solution](#)

1292.

2135D1

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

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[reshke's solution](#)

1293.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[reshke's solution](#)

1294.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[reshke's solution](#)

1295.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[reshke's solution](#)

1296.

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, math

[reshke's solution](#)

1297.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1298.

992D

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

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[reshke's solution](#)

1299.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[reshke's solution](#)

1300.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[reshke's solution](#)

1301.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[reshke's solution](#)

1302.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[reshke's solution](#)

1303.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[reshke's solution](#)

1304.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[reshke's solution](#)

1305.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[reshke's solution](#)

1306.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[reshke's solution](#)

1307.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[reshke's solution](#)

1308.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[reshke's solution](#)

1309.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[reshke's solution](#)

1310.

1355E

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

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[reshke's solution](#)

1311.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[reshke's solution](#)

1312.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

1313.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[reshke's solution](#)

1314.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy

[reshke's solution](#)

1315.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[reshke's solution](#)

1316.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[reshke's solution](#)

1317.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[reshke's solution](#)

1318.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[reshke's solution](#)

1319.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[reshke's solution](#)

1320.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[reshke's solution](#)

1321.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[reshke's solution](#)

1322.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[reshke's solution](#)

1323.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,414 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[reshke's solution](#)

1324.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[reshke's solution](#)

1325.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[reshke's solution](#)

1326.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[reshke's solution](#)

1327.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[reshke's solution](#)

1328.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2020-09-28 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[reshke's solution](#)

1329.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[reshke's solution](#)

1330.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[reshke's solution](#)

1331.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[reshke's solution](#)

1332.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[reshke's solution](#)

1333.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[reshke's solution](#)

1334.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[reshke's solution](#)

1335.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-19 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[reshke's solution](#)

1336.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-17 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[reshke's solution](#)

1337.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[reshke's solution](#)

1338.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[reshke's solution](#)

1339.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[reshke's solution](#)

1340.

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[reshke's solution](#)

1341.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[reshke's solution](#)

1342.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-16 · last AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[reshke's solution](#)

1343.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[reshke's solution](#)

1344.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[reshke's solution](#)

1345.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp,

implementation, shortest paths, two pointers

[reshke's solution](#)

1346.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[reshke's solution](#)

1347.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[reshke's solution](#)

1348.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[reshke's solution](#)

1349.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[reshke's solution](#)

1350.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[reshke's solution](#)

1351.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[reshke's solution](#)

1352.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[reshke's solution](#)

1353.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[reshke's solution](#)

1354.

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[reshke's solution](#)

1355.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1356.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[reshke's solution](#)

1357.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[reshke's solution](#)

1358.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[reshke's solution](#)

1359.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[reshke's solution](#)

1360.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[reshke's solution](#)

1361.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[reshke's solution](#)

1362.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[reshke's solution](#)

1363.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[reshke's solution](#)

1364.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[reshke's solution](#)

1365.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[reshke's solution](#)

1366.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[reshke's solution](#)

1367.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[reshke's solution](#)

1368.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[reshke's solution](#)

1369.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[reshke's solution](#)

1370.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[reshke's solution](#)

1371.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[reshke's solution](#)

1372.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[reshke's solution](#)

1373.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[reshke's solution](#)

1374.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[reshke's solution](#)

1375.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[reshke's solution](#)

1376.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[reshke's solution](#)

1377.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[reshke's solution](#)

1378.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[reshke's solution](#)

1379.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[reshke's solution](#)

1380.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[reshke's solution](#)

1381.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[reshke's solution](#)

1382.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[reshke's solution](#)

1383.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[reshke's solution](#)

1384.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[reshke's solution](#)

1385.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[reshke's solution](#)

1386.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[reshke's solution](#)

1387.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[reshke's solution](#)

1388.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,253 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[reshke's solution](#)

1389.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[reshke's solution](#)

1390.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[reshke's solution](#)

1391.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[reshke's solution](#)

1392.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[reshke's solution](#)

1393.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-26 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[reshke's solution](#)

1394.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[reshke's solution](#)

1395.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[reshke's solution](#)

1396.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[reshke's solution](#)

1397.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2019-10-29 · MS C++ 2017 (first AC) · Tags: binary search, dp
[reshke's solution](#)

1398.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings
[reshke's solution](#)

1399.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[reshke's solution](#)

1400.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[reshke's solution](#)

1401.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[reshke's solution](#)

1402.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities
[reshke's solution](#)

1403.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2300 · first AC: 2024-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation
[reshke's solution](#)

1404.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings
[reshke's solution](#)

1405.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[reshke's solution](#)

1406.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings
[reshke's solution](#)

1407.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[reshke's solution](#)

1408.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
[reshke's solution](#)

1409.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp
[reshke's solution](#)

1410.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-01 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[reshke's solution](#)

1411.

1912J

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

Quality: 733 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1412.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1413.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[reshke's solution](#)

1414.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[reshke's solution](#)

1415.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[reshke's solution](#)

1416.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[reshke's solution](#)

1417.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
[reshke's solution](#)

1418.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[reshke's solution](#)

1419.

1549F1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: geometry, number theory
[reshke's solution](#)

1420.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[reshke's solution](#)

1421.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[reshke's solution](#)

1422.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[reshke's solution](#)

1423.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[reshke's solution](#)

1424.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[reshke's solution](#)

1425.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
[reshke's solution](#)

1426.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[reshke's solution](#)

1427.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[reshke's solution](#)

1428.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[reshke's solution](#)

1429.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[reshke's solution](#)

1430.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[reshke's solution](#)

1431.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[reshke's solution](#)

1432.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[reshke's solution](#)

1433.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[reshke's solution](#)

1434.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[reshke's solution](#)

1435.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[reshke's solution](#)

1436.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[reshke's solution](#)

1437.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry
[reshke's solution](#)

1438.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[reshke's solution](#)

1439.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[reshke's solution](#)

1440.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
[reshke's solution](#)

1441.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-21 · MS C++ 2017 (first AC) · Tags: dp, math, number theory, probabilities
[reshke's solution](#)

1442.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers
[reshke's solution](#)

1443.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math
[reshke's solution](#)

1444.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1445.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive
[reshke's solution](#)

1446.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, trees

[reshke's solution](#)

1447.

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[reshke's solution](#)

1448.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[reshke's solution](#)

1449.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[reshke's solution](#)

1450.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[reshke's solution](#)

1451.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[reshke's solution](#)

1452.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[reshke's solution](#)

1453.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[reshke's solution](#)

1454.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[reshke's solution](#)

1455.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[reshke's solution](#)

1456.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[reshke's solution](#)

1457.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[reshke's solution](#)

1458.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[reshke's solution](#)

1459.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[reshke's solution](#)

1460.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[reshke's solution](#)

1461.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · MS C++ 2017 (first AC) · Tags: brute force, data structures, implementation

[reshke's solution](#)

1462.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · MS C++ 2017 (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[reshke's solution](#)

1463.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[reshke's solution](#)

1464.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[reshke's solution](#)

1465.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[reshke's solution](#)

1466.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy
[reshke's solution](#)

1467.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
[reshke's solution](#)

1468.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[reshke's solution](#)

1469.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees
[reshke's solution](#)

1470.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory
[reshke's solution](#)

1471.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2018-08-15 · MS C++ (first AC) · Tags: data structures, sortings
[reshke's solution](#)

1472.

929D

[A Problem About C = C, GCOKCR 2D 0D\\$0](#)

Quality: 159 global accepts · Rating: 2400 · first AC: 2018-03-03 · MS C++ (first AC) · Tags: —
[reshke's solution](#)

1473.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory, probabilities
[reshke's solution](#)

1474.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2025-08-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[reshke's solution](#)

1475.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[reshke's solution](#)

1476.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[reshke's solution](#)

1477.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[reshke's solution](#)

1478.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[reshke's solution](#)

1479.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[reshke's solution](#)

1480.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[reshke's solution](#)

1481.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[reshke's solution](#)

1482.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[reshke's solution](#)

1483.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[reshke's solution](#)

1484.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[reshke's solution](#)

1485.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[reshke's solution](#)

1486.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings
[reshke's solution](#)

1487.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[reshke's solution](#)

1488.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[reshke's solution](#)

1489.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[reshke's solution](#)

1490.

508D

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

Quality: 4,233 global accepts · Rating: 2500 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[reshke's solution](#)

1491.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[reshke's solution](#)

1492.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[reshke's solution](#)

1493.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[reshke's solution](#)

1494.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[reshke's solution](#)

1495.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[reshke's solution](#)

1496.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-26 · last AC: 2020-12-26 · MS C++ 2017 (first AC) · Tags: binary search, geometry

[reshke's solution](#)

1497.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[reshke's solution](#)

1498.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[reshke's solution](#)

1499.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[reshke's solution](#)

1500.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[reshke's solution](#)

1501.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[reshke's solution](#)

1502.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[reshke's solution](#)

1503.

701F

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[reshke's solution](#)

1504.

483E

[Game with Strings](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[reshke's solution](#)

1505.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-01-09 · last AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[reshke's solution](#)

1506.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[reshke's solution](#)

1507.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[reshke's solution](#)

1508.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees
[reshke's solution](#)

1509.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[reshke's solution](#)

1510.

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[reshke's solution](#)

1511.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[reshke's solution](#)

1512.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[reshke's solution](#)

1513.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
[reshke's solution](#)

1514.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities
[reshke's solution](#)

1515.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[reshke's solution](#)

1516.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[reshke's solution](#)

1517.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[reshke's solution](#)

1518.

105216G

[Graphoria's Villages Visit](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1519.

105216L

[Lost Shoes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1520.

105216F

[Fair Prize](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1521.

105216D

[Duelling Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1522.

105216C

[Cuckoo Synchronization](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1523.

106054L

[Lakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1524.

106054H

[Hidden divisor](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1525.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1526.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1527.

100181I

[Bd8CqC,,GCTAC=8CR AD4DDD8C=AD°](#)

Rating: — · first AC: 2025-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1528.

100285I

[The old Padawan](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1529.

100287H

[Hard Life](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1530.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1531.

105444M

[Methodic Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[reshke's solution](#)

1532.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[reshke's solution](#)

1533.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1534.

105385M

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

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1535.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1536.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1537.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1538.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1539.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1540.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1541.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1542.

105408C

[Conner Reading Session](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1543.

105408G

[GCDland Mystical Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1544.

105408F

[Fair Toy Missing](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1545.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1546.

105170F

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1547.

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1548.

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[reshke's solution](#)

1549.

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[reshke's solution](#)

1550.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1551.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1552.

105170I

[The Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3 (first AC) · Tags: —
[reshke's solution](#)

1553.

101550B

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

Rating: — · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1554.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1555.

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1556.

101550C

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

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1557.

101550F

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

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1558.

101550D

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

Rating: — · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1559.

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

1560.

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1561.

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1562.

105053A

[Almost Aligned](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1563.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1564.

105053E

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

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1565.

105053F

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

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1566.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1567.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1568.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1569.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1570.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · last AC: 2024-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1571.

101158E

[Infallibly Crack Perplexing Cryptarithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1572.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1573.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1574.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1575.

101158C

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

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1576.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1577.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1578.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1579.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1580.

102861D

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

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1581.

104668G

[Shooter Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1582.

104668E

[Trees Gump](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1583.

104668A

[The ABCD Murderer](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1584.

104668C

[Clockwork Jjange](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1585.

104668J

[Matrice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1586.

104668I

[The Silence of the Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1587.

101164E

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1588.

101164K

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1589.

101164C

[Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1590.

101164H

[Pub crawl](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1591.

101164G

[Pokemons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1592.

101164A

[Three Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1593.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1594.

101164D

[Reading Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1595.

101164F

[Letters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1596.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1597.

105112H

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

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1598.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1599.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1600.

105112K

[Klompendans](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1601.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1602.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1603.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[reshke's solution](#)

1604.

104596C

[Cheese, If You Please](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1605.

104596K

[Where Have You Bin?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1606.

104596J

[Taxed Editor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1607.

104596G

[Out of Sorts](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1608.

104596E

[Just Passing Through](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1609.

104596F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1610.

104596H

[Remainder Reminder](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1611.

104596A

[Retribution!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1612.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1613.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1614.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1615.

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1616.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1617.

102920E

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

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1618.

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1619.

102920B

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

Rating: — · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1620.

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1621.

104871G

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

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1622.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1623.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1624.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1625.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1626.

100091D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1627.

100091B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1628.

100091A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1629.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1630.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1631.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1632.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1633.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1634.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1635.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1636.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1637.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1638.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1639.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

1640.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1641.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1642.

104670C

[Customs Controls](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1643.

104670F

[Fortune From Folly](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1644.

104670D

[Deceptive Directions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1645.

104670G

[Grazed Grains](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1646.

104670J

[Joint Jog Jam](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1647.

104670A

[Antenna Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1648.

104670K

[Knot Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1649.

104670L

[Locust Locus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1650.

104666H

[K==S](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1651.

104666I

[Ponk Warshall](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

1652.

104666E

[Deep800080](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1653.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1654.

104666D

[Crimson Sexy Jalapeños](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

1655.

104666G

[Light Emitting Hindenburg](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1656.

104666F

[Zeldain Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

1657.

104666A

[ABB](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1658.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1659.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1660.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1661.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1662.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1663.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1664.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1665.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1666.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1667.

104603D

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

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1668.

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1669.

104603M

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

Rating: — · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1670.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1671.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1672.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1673.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1674.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · last AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1675.

101498L

[The Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1676.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1677.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1678.

101498H

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

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1679.

101498D

[Counting Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1680.

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1681.

101498E

[Car Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1682.

101498C

[Lunch Break](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1683.

101498B

[Longest Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1684.

101498A

[Watching TV](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1685.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1686.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1687.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1688.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1689.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1690.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1691.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1692.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1693.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1694.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1695.

104848G

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

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1696.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1697.

104848H

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

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1698.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1699.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1700.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

1701.

104854J

[Judging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1702.

104854G

[Guess Gauss](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1703.

104854D

[District 42](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1704.

104854F

[Factorial Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1705.

100753M

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1706.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1707.

104925B

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1708.

104925I

[Rebellious Edge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1709.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1710.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1711.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1712.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1713.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1714.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1715.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1716.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1717.

104857C

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

Rating: — · first AC: 2023-12-23 · last AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1718.

104857J

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

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1719.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1720.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1721.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1722.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1723.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1724.

101945H

[AöTc&D,,?C,,>CÔAC>C' ACTBC€](#)

Rating: — · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1725.

104790I

[International Irregularities](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1726.

104790H

[Hidden Art](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1727.

104790K

[King of the Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1728.

104790E

[Exam Study Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1729.

104790G

[Geometry Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1730.

104790L

[Locking Doors](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1731.

104790J

[Jungle Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1732.

104790C

[Compressing Commands](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1733.

104790F

[Funicular Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1734.

104790B

[Battle Bots](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1735.

104790A

[\textrm{apt upgrade}](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1736.

104790D

[Democratic Naming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1737.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1738.

104787D

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

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1739.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1740.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1741.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1742.

104782B

[The floor is lava!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1743.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1744.

104782D

[Edenland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1745.

104782I

[KSumT](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1746.

104782L

[Dush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1747.

104782E

[Fiboxor](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1748.

104782A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1749.

104782G

[Minimize Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1750.

104782C

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1751.

104782J

[Parallelogram](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1752.

104017I

[Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1753.

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1754.

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1755.

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1756.

104785A

[Assessment Disruption](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1757.

104785K

[Kernel Scheduler](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1758.

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1759.

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1760.

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1761.

104785N

[Naming Wine Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1762.

104785D

[Delivery Forces](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1763.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1764.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1765.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

1766.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1767.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

1768.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

1769.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1770.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1771.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1772.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1773.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices
[reshke's solution](#)

1774.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1775.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1776.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1777.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1778.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1779.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1780.

104120I

[Ivan And Mega Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1781.

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1782.

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1783.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1784.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1785.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1786.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1787.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1788.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1789.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1790.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1791.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1792.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1793.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1794.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1795.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1796.

101095H

[Hexagonal Parcels](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1797.

101095P

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

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1798.

101095C

[Phone Cell](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1799.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1800.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1801.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1802.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1803.

101095B

[Strange Billboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1804.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1805.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1806.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1807.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1808.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1809.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1810.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1811.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1812.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1813.

100043A

[A @0jD CÄ5D\\$8Dt5D :C O Cö@Cä3D 5D AC,,O](#)

Rating: — · first AC: 2023-09-19 · last AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1814.

104566F

[Chaleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1815.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1816.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1817.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1818.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1819.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1820.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1821.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1822.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1823.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1824.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1825.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1826.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1827.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-03 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

1828.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1829.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1830.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1831.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1832.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1833.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1834.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1835.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1836.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1837.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1838.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1839.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1840.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1841.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1842.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1843.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1844.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1845.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1846.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1847.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1848.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1849.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1850.

103069A

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

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1851.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1852.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1853.

100540B

[Ball Stacking](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1854.

100540H

[Hedge Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1855.

100540C

[Candys Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1856.

100540K

[Kings Poker](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1857.

100540I

[In Braille](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1858.

100540J

[Jupiter Attacks!](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1859.

100540A

[Army buddies](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1860.

100523G

[Bits Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1861.

100523F

[Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1862.

100523E

[Gophers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1863.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1864.

100523K

[Cross Spider](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1865.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1866.

100523C

[Will It Stop?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1867.

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1868.

100526F

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

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1869.

100526C

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

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1870.

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1871.

100526I

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

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1872.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1873.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1874.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1875.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1876.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1877.

101150E

[Mobile Computing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1878.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1879.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1880.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

1881.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

1882.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1883.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1884.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

1885.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1886.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

1887.

100486I

[Domino tiling](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

1888.

100486F

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

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

1889.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

1890.

100486B

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

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1891.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1892.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1893.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1894.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1895.

101116D

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

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1896.

101116L

[Sympathetic Tables](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1897.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1898.

101116F

[Flight Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1899.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1900.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1901.

101116A

[Assembly Required](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1902.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

1903.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1904.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1905.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1906.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1907.

101138A

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

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1908.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1909.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1910.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1911.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1912.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1913.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1914.

102007H

[Harry the Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1915.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1916.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1917.

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1918.

102007F

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

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1919.

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1920.

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1921.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1922.

101617E

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

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1923.

101617G

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1924.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1925.

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1926.

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1927.

101617I

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

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1928.

101521G

[Monorail](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1929.

101521I

[RNG](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1930.

101521K

[Lattice Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1931.

101521H

[Pokemon GO](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1932.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1933.

101521J

[Posters](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1934.

101521B

[Salt Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1935.

101521F

[Anniversaries](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1936.

101521D

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1937.

101521A

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

1938.

101521L

[Textbook Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

1939.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · last AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

1940.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · last AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1941.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · last AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1942.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · last AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1943.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · last AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1944.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · last AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1945.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · last AC: 2023-07-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

1946.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1947.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1948.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1949.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1950.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1951.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1952.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1953.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1954.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1955.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1956.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1957.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1958.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1959.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1960.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1961.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1962.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1963.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1964.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1965.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1966.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

1967.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1968.

104393A

[Acrobatic Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1969.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1970.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1971.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1972.

104396K

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

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1973.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1974.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1975.

104396J

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

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1976.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1977.

102881H

[Shortest Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · last AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1978.

102881D

[YSYS](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1979.

102881C

[Sort?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1980.

102881J

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1981.

102881E

[Baby Ehab's X\(OR\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1982.

102881L

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

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1983.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1984.

102881K

[Plants Watering](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1985.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1986.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1987.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1988.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1989.

104412C

[Choose Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1990.

104412M

[Modify the Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1991.

104412G

[Guessing Two Steps into the Multiverse](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1992.

104412L

[ICPC Teams](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1993.

104412J

[JP's List of Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1994.

104412H

[How Many Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1995.

104412D

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

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1996.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1997.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1998.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

1999.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2000.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2001.

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2002.

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2003.

101490J

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

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2004.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2005.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2006.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2007.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2008.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2009.

100283B

[Egyptian Roads Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2010.

100283A

[Rasheda And The Zeriba](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2011.

100814K

[PhD math](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · last AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2012.

100814A

[Arcade Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · last AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2013.

103940D

[21188720-2ee7-481f-9503-3b768a1fd83b](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2014.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2015.

103940C

[Correcting School Enrollment Errors](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2016.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2017.

103940B

[Binahuatls Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2018.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2019.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2020.

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2021.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2022.

100133M

[B5DD@CT=](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2023.

100133B

[B 000a,GCÔKCR ?Cä4D BD >C¤8](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2024.

100133E

[Bd8C¤¤C,,GCTAC¤8CR AD4DDD8C¤AD°](#)

Rating: — · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2025.

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · last AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2026.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2027.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2028.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2029.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2030.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2031.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2032.

103957L

[Multiplication Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2033.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2034.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2035.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2036.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2037.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2038.

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2039.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2040.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2041.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2042.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2043.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2044.

100181C

[B 0000,GC0KCR ?Cä4D BD >C#8](#)

Rating: — · first AC: 2023-05-07 · last AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2045.

100181B

[AD0000 D BD >C=0](#)

Rating: — · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2046.

100133I

[A0=0DAD\\$@Cä:C€](#)

Rating: — · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2047.

100131A

[Ä=0i8D°](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2048.

100133H

[B080=0C,,GCTAC=8CR ACD2C,,3C€](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2049.

100133F

[LCP CDTD=AD4DDD8C=ACÔ>C4> CÄ0D AC,,2C](#)

Rating: — · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2050.

100133A

[B 0DD0C,,:D =D´9 CÄ0D AC,,2](#)

Rating: — · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2051.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2052.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2053.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2054.

104337H

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

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2055.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2056.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

2057.

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2058.

104333H

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2059.

104333J

[Giveaway?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

2060.

104333A

[Convolution XOR SUM](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2061.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2062.

100676H

[H. Capital City](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2063.

100712H

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2064.

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2065.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2066.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2067.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2068.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2069.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2070.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2071.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2072.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2073.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2074.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2075.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2076.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2077.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2078.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2079.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2080.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2081.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

2082.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2083.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2084.

1042901

[580D5Cä=C 1C'NCD5C08CP](#)

Rating: — · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2085.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2086.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2087.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2088.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2089.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2090.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2091.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2092.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2093.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2094.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2095.

104270D

[Magic Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2096.

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2097.

102134B

[Traveling Salesman Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2098.

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2099.

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2100.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2101.

104234H

[Graph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2102.

104234G

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

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2103.

104234K

[Determinant, or...?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2104.

104234E

[Garbage Disposal](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2105.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2106.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2107.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2108.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2109.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

2110.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2111.

104021N

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

Rating: — · first AC: 2023-03-04 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

2112.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2113.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2114.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2115.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2116.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2117.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2118.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2119.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2120.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2121.

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2122.

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2123.

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2124.

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2125.

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · last AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2126.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2127.

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2128.

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2129.

102787E

[Sneetches and Speeches 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2130.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2131.

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · last AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2132.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2133.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2134.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2135.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2136.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2137.

103931E

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

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2138.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2139.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2140.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2141.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2142.

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2143.

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2144.

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2145.

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2146.

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2147.

104147K

[Hobz is a good guy](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2148.

104147B

[I'll call him Hanya](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2149.

104147A

[Round 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2150.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2151.

104008J

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

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2152.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2153.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2154.

104008C

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

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2155.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2156.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2157.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2158.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2159.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2160.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2161.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2162.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2163.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2164.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2165.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2166.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2167.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2168.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2169.

104128I

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

Rating: — · first AC: 2023-01-19 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2170.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2171.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2172.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2173.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2174.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2175.

103969E

[Brownie Brawl](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2176.

103969D

[Splitting Jellybeans](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2177.

103969C

[Wedding Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2178.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · last AC: 2023-01-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2179.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2180.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2181.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2182.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2183.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2184.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2185.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2186.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2187.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2188.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2189.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2190.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2191.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2192.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2193.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2194.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2195.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2196.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2197.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2198.

104020K

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

Rating: — · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2199.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2200.

103048J

[Just the Chosen One](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2201.

103048A

[Abstract Algebra](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2202.

103048G

[Group QQ Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2203.

103048D

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2204.

103048E

[Edge Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2205.

103048I

[I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2206.

103048C

[Countdown](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2207.

103048K

[K-Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2208.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2209.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2210.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2211.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2212.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2213.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2214.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · last AC: 2022-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2215.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2216.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2217.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2218.

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2219.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2220.

103960H

[Helping the Transit](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2221.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2222.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · last AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2223.

103960D

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

Rating: — · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2224.

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2225.

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2226.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2227.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2228.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2229.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2230.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2231.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2232.

104030G

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

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2233.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2234.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2235.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2236.

104049H

[Alluring Alloy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2237.

104049G

[Foil Folding](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2238.

104049F

[Neodymium Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2239.

104049E

[Steel Customs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2240.

104049D

[Fullmetal Alchemist I](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2241.

104049C

[Capturing Bronze](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2242.

104049J

[Knight In Shining Armor 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2243.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2244.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2245.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2246.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2247.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2248.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2249.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2250.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2251.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · last AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2252.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2253.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2254.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2255.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2256.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2257.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2258.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2259.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2260.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2261.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2262.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2263.

101308J

[Java Certification](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2264.

101308F

[Funny Language](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2265.

101308D

[Database](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2266.

101308H

[Headshot](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2267.

101308B

[Business Center](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2268.

103811B

[Boat Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2269.

103811L

[Lockout](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2270.

103811J

[Just Skip It](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2271.

103811G

[Gold Medal Bout](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2272.

103811H

[How to Get Rice](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2273.

103811D

[Double Queue](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2274.

103811I

[Inno Per Gli Sconfitti](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2275.

103811E

[Escape the Cube](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2276.

103811C

[Copy of the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2277.

101512F

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

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2278.

101512D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2279.

101512C

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

Rating: — · first AC: 2022-08-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2280.

101512A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2281.

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2282.

101512I

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

Rating: — · first AC: 2022-08-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2283.

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2284.

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2285.

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2286.

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2287.

101564D

[Fake scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2288.

101564I

[Locks and keys](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2289.

101564G

[Sensor network](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2290.

101564F

[Jumping monkey](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2291.

101564C

[Comparing answers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2292.

101564A

[Lawn mower](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-09 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2293.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2294.

101206D

[Game Leader](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2295.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2296.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2297.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2298.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2299.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2300.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2301.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2302.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2303.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2304.

103860J

[jwfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2305.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2306.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2307.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2308.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2309.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2310.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2311.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2312.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2313.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2314.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2315.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2316.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2317.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2318.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2319.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2320.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2321.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2322.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2323.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2324.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2325.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2326.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2327.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2328.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2329.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2330.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2331.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2332.

102220F

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

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2333.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2334.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2335.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2336.

102220E

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

Rating: — · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2337.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2338.

100365I

[Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2339.

100365E

[Chipmunks](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2340.

100365B

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

Rating: — · first AC: 2022-07-10 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2341.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2342.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2343.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2344.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2345.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2346.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2347.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2348.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2349.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2350.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2351.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2352.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2353.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2354.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2355.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2356.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2357.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2358.

101962J

[Soteros](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · last AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2359.

101962H

[All-In](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2360.

101962M

[Sorting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2361.

101962F

[Renanzinho and His Toys](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2362.

101962I

[Colonial Mansions](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2363.

101962C

[Renan and Cirque du Soleil](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2364.

101962K

[Rei do Cangaço](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2365.

101962E

[Hat-Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2366.

101962B

[Color Changing Sofa](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2367.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2368.

103328I

[Road Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2369.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2370.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2371.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2372.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2373.

101572C

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

Rating: — · first AC: 2022-06-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2374.

101572E

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

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2375.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2376.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2377.

101572D

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

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2378.

101572G

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

Rating: — · first AC: 2022-06-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2379.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2380.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2381.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2382.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2383.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2384.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2385.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2386.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2387.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2388.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2389.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2390.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2391.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2392.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2393.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2394.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2395.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2396.

103729D

[Transition](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2397.

103729J

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

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2398.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2399.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2400.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2401.

103729B

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

Rating: — · first AC: 2022-06-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2402.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2403.

102875G

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2404.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2405.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2406.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2407.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2408.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2409.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2410.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2411.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2412.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2413.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2414.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2415.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2416.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2417.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
[reshke's solution](#)

2418.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[reshke's solution](#)

2419.

1662L

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

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[reshke's solution](#)

2420.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[reshke's solution](#)

2421.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[reshke's solution](#)

2422.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[reshke's solution](#)

2423.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[reshke's solution](#)

2424.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[reshke's solution](#)

2425.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2426.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2427.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2428.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2429.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2430.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2431.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2432.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

2433.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2434.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2435.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2436.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2437.

100825C

[KenKen You Do It?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2438.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2439.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2440.

100825F

[Transportation Delegation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2441.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2442.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2443.

101124D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2444.

101124E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2445.

101124A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2446.

101124I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2447.

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2448.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2449.

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2450.

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2451.

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2452.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2453.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2454.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2455.

102823G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2456.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2457.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2458.

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2459.

102870D

[Data Structure Master and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2460.

102870E

[Encryption of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2461.

102870H

[Hamming Code and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2462.

102870A

[Accordion Artist And Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2463.

102870I

[Irregular Shape of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2464.

103115A

[chino with string](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2465.

103115C

[chino with minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2466.

103115H

[cocktail with pony](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2467.

103115E

[is the order a rabbit ??](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2468.

103115D

[cocktail with swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2469.

103115I

[chino with mates](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2470.

103115B

[cocktail with hearthstone](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2471.

103115J

[do NOT a=2b](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2472.

103115F

[chino with ball](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2473.

103115G

[cocktail with snake](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2474.

103115K

[chino with c language](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2475.

103107G

[Go? No](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2476.

103107L

[Labi-Ribi](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2477.

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2478.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2479.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2480.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2481.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2482.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2483.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2484.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2485.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · last AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2486.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2487.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2488.

101481F

[Strange Regulations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2489.

101481E

[Stack Machine Programmer](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2490.

101481C

[Stack Machine Executor](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

2491.

101481I

[Unique Encryption Keys](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

2492.

101481D

[The Grille](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2493.

101481J

[Vigenere Cipher Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

2494.

101472D

[Longest Prefix Match](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2495.

101472G

[Miraculous Drug](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2496.

101472E

[Stripe](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2497.

101472B

[Bitris](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2498.

101472A

[Dr Who's Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2499.

101472I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2500.

101472C

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2501.

102040B

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2502.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2503.

102040F

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

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2504.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2505.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2506.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2507.

101398F

[Foul Play](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2508.

101398B

[Beer Pressure](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2509.

101398A

[Admiral](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2510.

101398K

[Key Insight](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2511.

101398D

[Digital Clock](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2512.

101398I

[Idol](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2513.

101398E

[Edge Case](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

2514.

101398J

[Joint Venture](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2515.

101177C

[Crazy Rotations](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2516.

101177G

[Graphics Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2517.

101177D

[Dendroctonus](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2518.

101177F

[False Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2519.

101177E

[Election Frenzy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2520.

101177J

[Just Terraffic!](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2521.

101177I

[Intuidiff II](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2522.

101177B

[Balloon Warehouse](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2523.

101177A

[Anticlockwise Motion](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2524.

101177K

[Kiwis vs Kangaroos](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2525.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2526.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2527.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · last AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2528.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2529.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2530.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2531.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2532.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2533.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2534.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2535.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2536.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2537.

103447B

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

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2538.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2539.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2540.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2541.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2542.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2543.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2544.

101170H

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

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2545.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2546.

101170E

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

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2547.

101933A

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

Rating: — · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2548.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2549.

101933E

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

Rating: — · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2550.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2551.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2552.

101933I

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

Rating: — · first AC: 2022-02-12 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

2553.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2554.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2555.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2556.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2557.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2558.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2559.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2560.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2561.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2562.

101470G

[Grammar](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2563.

101470F

[Most Influential Pumpkin](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2564.

101470J

[Strange Antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2565.

101470E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2566.

101470A

[Banks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2567.

101470D

[Frame](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2568.

101470H

[Triples](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2569.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2570.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2571.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2572.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2573.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2574.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · last AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2575.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2576.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2577.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2578.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2579.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · last AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

2580.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2581.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2582.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2583.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

2584.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2585.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2586.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2587.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2588.

101807C

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

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2589.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2590.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2591.

100417J

[RSA](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

2592.

100417E

[Strange Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2593.

100417I

[Roof Skeleton](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2594.

100417C

[Spending Budget](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2595.

100417G

[Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · PyPy 3-64 (first AC) · Tags: —

[reshke's solution](#)

2596.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2597.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

2598.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2599.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2600.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2601.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2602.

103176J

[Just A \\$10 Note](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2603.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2604.

103176K

[Kth number in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2605.

103176H

[Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2606.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2607.

103176A

[A Billionaire](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2608.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2609.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2610.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2611.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2612.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2613.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2614.

103486B

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

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2615.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2616.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2617.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2618.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2619.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2620.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2621.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2622.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2623.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2624.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2625.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2626.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2627.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2628.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2629.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2630.

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2631.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2632.

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2633.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2634.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2635.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2636.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2637.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2638.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2639.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2640.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2641.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2642.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2643.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2644.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2645.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2646.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2647.

103443J

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

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2648.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2649.

103443D

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

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2650.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2651.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2652.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2653.

100814M

[Building Force Fields](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2654.

100814J

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2655.

100814L

[Candy Jars](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2656.

100814E

[Palmyra](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2657.

100814G

[It is all about wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2658.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2659.

100814D

[Frozen Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2660.

100814B

[Unlucky Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2661.

100814I

[Salem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2662.

100814F

[Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2663.

103185B

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

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2664.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2665.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2666.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2667.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2668.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2669.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2670.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2671.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2672.

102470F

[Haunted Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2673.

102470J

[Stammering Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2674.

102470B

[Working at the Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2675.

102470A

[Trick or Treat](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2676.

102470I

[Happy Telephones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2677.

101853B

[New Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2678.

101853K

[Citations](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2679.

101853G

[Hard Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2680.

101853E

[Maximum Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2681.

101853I

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2682.

101853C

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2683.

101853A

[Zero Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2684.

101853F

[Working Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2685.

101853D

[Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2686.

101853J

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

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2687.

101853H

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2688.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · PyPy 3 (first AC) · Tags: —
[reshke's solution](#)

2689.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2690.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2691.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2692.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2693.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2694.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2695.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2696.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2697.

100151L

[Multiswap Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2698.

100151G

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2699.

100151E

[Berland Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2700.

100151B

[Building Foundation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2701.

100151F

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2702.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2703.

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2704.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2705.

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2706.

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2707.

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2708.

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2709.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2710.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2711.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2712.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2713.

103306H

[Haunted House](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2714.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2715.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2716.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2717.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2718.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2719.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2720.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2721.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2722.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2723.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2724.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2725.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2726.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2727.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2728.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2729.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2730.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2731.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2732.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2733.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2734.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2735.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2736.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2737.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2738.

102700D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2739.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2740.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2741.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2742.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2743.

100518F

[Funny Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2744.

100518H

[Huffman Codes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2745.

100518D

[Detect Shuffling Method](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2746.

100518E

[Embedding Caterpillars](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2747.

100518B

[Braess's Paradox](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2748.

100518I

[Intelligent Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2749.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2750.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · PyPy 3 (first AC) · Tags: —
[reshke's solution](#)

2751.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2752.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2753.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2754.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2755.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2756.

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2757.

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2758.

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2759.

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2760.

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2761.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2762.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2763.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2764.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2765.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2766.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2767.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2768.

100248D

[Floors](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2769.

100248F

[Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2770.

100248H

[Input](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2771.

100248C

[Hensel and Grethel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2772.

100248I

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2773.

100248A

[Euro Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2774.

103351C

[Simplux](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2775.

103351H

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2776.

103351G

[Digit analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2777.

103351D

[Set game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2778.

103351B

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2779.

103351I

[Guess the expression](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2780.

103351A

[Modulo Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2781.

103351J

[Maximal perfectionism](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2782.

103366I

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2783.

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2784.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2785.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2786.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · PyPy 3-64 (first AC) · Tags: —
[reshke's solution](#)

2787.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2788.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2789.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2790.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2791.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2792.

101487J

[Justice for All](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2793.

101487E

[Enter The Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2794.

101487C

[Casting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2795.

101487D

[Defense Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2796.

101487G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2797.

102785K

[Meson Collider](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2798.

102785G

[Non-random numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2799.

102785F

[Pebbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2800.

102785E

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2801.

102785C

[Dimensions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[reshke's solution](#)

2802.

102785D

[We were trying to share an orange ...](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

2803.

102785H

[A self-describing sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2804.

102785B

[Gremlins attack!](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2805.

102785J

[R u really ready?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2806.

102785A

[A lazy controller](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2807.

100153H

[School of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2808.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2809.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2810.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[reshke's solution](#)

2811.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2812.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2813.

100153E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2814.

100430F

[Knapsack Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2815.

100761B

[Be a Smart Raftsman](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2816.

100761G

[Gena's Soul Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2817.

100761I

[Impudent Thief](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2818.

100761C

[Coach's Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · Java 11 (first AC) · Tags: —
[reshke's solution](#)

2819.

100761F

[Funny Feature](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2820.

100761J

[Jealous Cucumber](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2821.

100761L

[Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2822.

100761E

[Excursion](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2823.

100761N

[Border](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2824.

100761K

[Kola](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2825.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2826.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2827.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2828.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2829.

100341C

[AVL Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2830.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2831.

100341H

[Perfect Lodging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2832.

100341F

[Independent Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2833.

100341I

[Hungry Queen 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2834.

100341E

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2835.

100341J

[Trip Expenses](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2836.

100153G

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

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2837.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2838.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2839.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2840.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2841.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2842.

100343J

[Wheels within Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2843.

100343F

[Substring Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2844.

100343H

[Truth is in the...](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2845.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2846.

100343I

[Video on Demand](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2847.

100343B

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

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2848.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

2849.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2850.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2851.

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2852.

100345E

[New Mayors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2853.

100345D

[Currency Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2854.

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2855.

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: —

[reshke's solution](#)

2856.

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2857.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2858.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2859.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · PyPy 3 (first AC) · Tags: —

[reshke's solution](#)

2860.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2861.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2862.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2863.

100357B

[Chip Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2864.

100402B

[Minimal Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2865.

100402J

[Wikipedia](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2866.

100402D

[Avoiding Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

2867.

100402K

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2868.

100402A

[Graph Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

2869.

100402F

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

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2870.

100402G

[Inverse Range Minimum Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2871.

100430H

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

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2872.

100430G

[Magic Potions](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2873.

100430A

[Chip Installation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2874.

100430J

[Squary Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2875.

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2876.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2877.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2878.

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2879.

100491E

[Expedition to Mars](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2880.

100491C

[Circles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2881.

100491J

[Jungle Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2882.

100491D

[Diamonds and Golden Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2883.

100496I

[Immetric Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2884.

100496E

[Eating Chocolate Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2885.

100496D

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2886.

100496J

[Jealous Robots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2887.

100496A

[Avangard Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2888.

100496H

[House of Representatives](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2889.

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2890.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2891.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2892.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2893.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-15 · last AC: 2021-08-15 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2894.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2895.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2896.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2897.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2898.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2899.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

2900.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2901.

100517L

[Least Common Ancestor](#) · [Tutorial](#)

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

[reshke's solution](#)

2902.

100517K

[Kingdom Division 2](#) · [Tutorial](#)

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

[reshke's solution](#)

2903.

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2904.

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2905.

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2906.

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2907.

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2908.

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2909.

100492B

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

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2910.

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2911.

100492H

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

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2912.

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2913.

100608D

[Decomposable Single Word Languages](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2914.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2915.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2916.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2917.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2918.

102253L

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

Rating: — · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2919.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · last AC: 2021-08-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2920.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2921.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2922.

100524G

[Game of Col on Bamboo Forests](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2923.

100524F

[Figure Skating](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2924.

100524J

[Jingles of a String](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2925.

100524A

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

Rating: — · first AC: 2021-08-01 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2926.

100431B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · PyPy 3 (first AC) · Tags: —

[reshke's solution](#)

2927.

100431G

[Persistent Queue](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2928.

100431F

[Permutations with Monotonic Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2929.

100431D

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2930.

100431H

[Sea Port](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2931.

100956B

[Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2932.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2933.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2934.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2935.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2936.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2937.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2938.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2939.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2940.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2941.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2942.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2943.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2944.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2945.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2946.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2947.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2948.

100212F

[The Magic Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2949.

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2950.

100212I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2951.

100212E

[Long Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2952.

100212A

[The Smart Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2953.

100212G

[Cracking SSH](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2954.

100212D

[More Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2955.

100212K

[Unfair Contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2956.

101097B

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

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2957.

101097D

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2958.

101097E

[Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2959.

101097G

[Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2960.

101097I

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2961.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2962.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2963.

103055F

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

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2964.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2965.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2966.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2967.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2968.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2969.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2970.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2971.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2972.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2973.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2974.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2975.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2976.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2977.

101741K

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

Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2978.

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2979.

101741J

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

Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2980.

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

2981.

101591D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2982.

101591L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2983.

101591E

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2984.

101591I

[Berland All-Round Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2985.

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

2986.

101591B

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2987.

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

2988.

101591A

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2989.

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

2990.

101591G

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

2991.

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2992.

100739D

[Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2993.

100739F

[What were those numbers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2994.

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2995.

100739B

[Yet another vector problem](#) · [Tutorial](#)

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

[reshke's solution](#)

2996.

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

2997.

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

2998.

100024A

[B 0D 0D :C :C\\$0CD@C BC](#)

Rating: — · first AC: 2021-07-03 · last AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

2999.

100024I

[A`5D\\$0DäIC,,5 D,,0D K](#)

Rating: — · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3000.

100024G

[A <C00C,,:C =D :C,,9 C08D >C2 ”•](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3001.

100024E

[B0nC3D 0D@](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3002.

100024F

[Hobbit's party](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3003.

100024H

[B,UDKaC@D43Cä<](#)

Rating: — · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3004.

100024D

[Ad000=D´9 C4=Cä<](#)

Rating: — · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3005.

100024J

[A,3Dx0C\\$>C' 0C\\$BCä<C B](#)

Rating: — · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3006.

100024C

[AöSDr2Cä@CäBD°](#)

Rating: — · first AC: 2021-07-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3007.

100026B

[Language AZ](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3008.

100026J

[Annihilate the Beetles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3009.

100026E

[Pouring Liquid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3010.

100016J

[Taxi](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3011.

100016A

[King's Assassination](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3012.

100016D

[Group Stage](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3013.

102801B

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3014.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3015.

102801E

[Liner vectors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3016.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3017.

102801C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3018.

102801J

[Color the blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3019.

102801G

[Halli Galli](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3020.

102801D

[Fall Guys](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3021.

102623F

[Fake Algorithm](#) · [Tutorial](#)

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

[reshke's solution](#)

3022.

102623G

[Gentle Jena](#) · [Tutorial](#)

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

[reshke's solution](#)

3023.

102623H

[Hay Mower](#) · [Tutorial](#)

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

[reshke's solution](#)

3024.

102623L

[Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3025.

102623D

[Disaster Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3026.

102623C

[Cheat Sheet](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3027.

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3028.

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-29 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3029.

103061D

[andelion Knight](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3030.

103061A

[stral Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3031.

103061E

[clipsing Star](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3032.

103061C

[hivalric Blossom](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3033.

103061J

[uvenile Galant](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3034.

103061F

[leeing Sunlight](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3035.

103061I

[cy Resurrection](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3036.

103061B

[lazing Riff](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3037.

103061N

[anikore](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3038.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3039.

102966J

[Just Turn the Wheels!](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3040.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3041.

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3042.

102890J

[Jaime's greedy delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3043.

102890N

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

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3044.

102890A

[Acing the contest](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3045.

102890E

[End of the year bonus](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3046.

102890H

[How to Work Less to Pass a Programming Course in Planet E-13](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3047.

102890M

[Mathematics society problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3048.

102890G

[Gold Fever](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3049.

102890D

[Debugging the network](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3050.

102890L

[Let's count words](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3051.

102890K

[K contestants](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3052.

102890I

[Is this the best deal?](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3053.

102890C

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

Rating: — · first AC: 2021-04-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3054.

100719J

[Picture Validator](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3055.

100719A

[Kolonie](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3056.

100719H

[Self-Intersecting Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3057.

100719F

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3058.

100719B

[Most](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3059.

100719G

[More or Less Accurate](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3060.

100719D

[Lode](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3061.

100719C

[Stavitel](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3062.

100125C

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3063.

100125D

[Deepest Station](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3064.

100125F

[Final Standings](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3065.

100125A

[Aztec Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3066.

100125E

[Electricity](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3067.

100125B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3068.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3069.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3070.

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3071.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3072.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3073.

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3074.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3075.

1002768

[AöBüDüöä](#)

Rating: — · first AC: 2021-03-27 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3076.

1002761

[A=0ä3CäAD\\$CCô5CÔGC BC O D 0C=5D\\$0](#)

Rating: — · first AC: 2021-03-27 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3077.

1002764

[A"110ä6C=5](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3078.

10027610

[B 5DD>D<C =C 6CT;CT7CÔ>C' 4Cä@Cä3CP](#)

Rating: — · first AC: 2021-03-27 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3079.

1002769

[AÄ0000CÂ D 8Dd0DdCCT2C 2Cä7C\\$@C IC 5D\\$ADö](#)

Rating: — · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3080.

1002763

[BD&D\\$aICD;Dò 3C 7CTBD°](#)

Rating: — · first AC: 2021-03-27 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3081.

100287E

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3082.

100287B

[Billing Tables](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3083.

100287C

[Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3084.

100287I

[Interconnect](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3085.

100287G

[Graveyard](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3086.

100287J

[Java vs C++](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3087.

100287K

[Kickdown](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3088.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3089.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3090.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3091.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3092.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3093.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3094.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3095.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3096.

100300A

[Cocktail](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3097.

100300B

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

Rating: — · first AC: 2021-03-14 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3098.

100300D

[Map Generator returns \(MG-II\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3099.

100300C

[Map Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3100.

100300E

[Trigonometric optimization](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3101.

100300H

["Roman" corridor](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3102.

100300G

[Pseudographical recognizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3103.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3104.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3105.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3106.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3107.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3108.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3109.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3110.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3111.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3112.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3113.

102822H

[Hide and Seek](#) · [Tutorial](#)

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

[reshke's solution](#)

3114.

102822G

[Game of Cards](#) · [Tutorial](#)

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

[reshke's solution](#)

3115.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3116.

102822K

[Knowledge is Power](#) · [Tutorial](#)

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

[reshke's solution](#)

3117.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

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

[reshke's solution](#)

3118.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3119.

100297H

[Splitting of the telephone number](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3120.

100297A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3121.

100297F

[Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3122.

100297G

[Socks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-27 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3123.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3124.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3125.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3126.

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3127.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3128.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3129.

102803F

[False God](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3130.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3131.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3132.

100541J

[Math Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3133.

100541H

[Pencil Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3134.

100541E

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3135.

100541C

[ATM withdrawal](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3136.

100541D

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3137.

100541I

[Space Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3138.

100541B

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3139.

100541A

[Stock Market](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3140.

100536L

[Lattice Animals](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3141.

100536G

[Gunman](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3142.

100536C

[Chandelier](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3143.

100536H

[Heapsort](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3144.

100536I

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

Rating: — · first AC: 2021-02-20 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3145.

100536D

[Document Indexing](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3146.

100536K

[Kingdom of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3147.

100536E

[Easy Trading](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3148.

100536B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3149.

100536A

[Ancient Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3150.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3151.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3152.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3153.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3154.

100268G

[Social Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3155.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3156.

100497E

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3157.

100497I

[Barica](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3158.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3159.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3160.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3161.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3162.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3163.

100497K

[Dependency Problems](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3164.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3165.

100765C

[King Berl VI](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3166.

100765J

[Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3167.

100765F

[Boring. Hot. Summer...](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3168.

100765I

[Mars Stomatology](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3169.

100765E

[Train](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3170.

100765G

[BHTML 1.0](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3171.

100765A

[Sasha vs. Kate](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3172.

100765D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · PyPy 3 (first AC) · Tags: —
[reshke's solution](#)

3173.

100765B

[Fair-play](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3174.

100863H

[Heroes of Money and Magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3175.

100863J

[Jams](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3176.

100863A

[Age of Retirement](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3177.

100863I

[I. V. X. L. C. D. M Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3178.

100863F

[File Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3179.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-27 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3180.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3181.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · last AC: 2021-01-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3182.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3183.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3184.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3185.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3186.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3187.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3188.

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3189.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · last AC: 2021-01-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3190.

102391G

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

Rating: — · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3191.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3192.

100642G

[Show Me the Money](#) · [Tutorial](#)

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

[reshke's solution](#)

3193.

100642C

[Hexagon Perplexagon](#) · [Tutorial](#)

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

[reshke's solution](#)

3194.

100642F

[Road Series](#) · [Tutorial](#)

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

[reshke's solution](#)

3195.

100642A

[Babs' Box Boutique](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3196.

100642D

[I've Got Your Back\(gammon\)](#) · [Tutorial](#)

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

[reshke's solution](#)

3197.

100642B

[Flash Mob](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3198.

100609I

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

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3199.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3200.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3201.

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3202.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3203.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3204.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3205.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3206.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3207.

100861H

[Hadron Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3208.

100861K

[Klondike Gluon Rush](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3209.

100861D

[Database Query Engine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3210.

100861I

[Mr. Incognito's Real Estate](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3211.

100861G

[Genesis Project](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3212.

100861C

[Construction](#) · [Tutorial](#)

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

[reshke's solution](#)

3213.

100861B

[Bankrupt Broker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3214.

100861L

[Lucky Bonds](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3215.

100861A

[ACM ICPC Rules](#) · [Tutorial](#)

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

[reshke's solution](#)

3216.

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3217.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3218.

100803D

[Space Golf](#) · [Tutorial](#)

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

[reshke's solution](#)

3219.

100803F

[There is No Alternative](#) · [Tutorial](#)

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

[reshke's solution](#)

3220.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3221.

100803B

[Miscalculation](#) · [Tutorial](#)

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

[reshke's solution](#)

3222.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3223.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3224.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3225.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3226.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3227.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3228.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3229.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3230.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3231.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3232.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3233.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3234.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3235.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3236.

102861N

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

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3237.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3238.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3239.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3240.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3241.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3242.

101414F

[Chemist's Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3243.

101414J

[Infected Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3244.

101414G

[Malfatti Circles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3245.

101414C

[Swimming Jam](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3246.

101414H

[Twenty Questions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3247.

101414D

[Separate Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3248.

101414B

[Repeated Substitution with Sed](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3249.

101414A

[Cubist Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3250.

101462F

[Quick answer](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3251.

101462H

[GCD Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3252.

101462B

[Sky Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3253.

101462C

[Perfect Election](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3254.

101462G

[Lucky numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3255.

101462I

[Internet Service Providers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3256.

101462E

[Build Your Home](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3257.

101462A

[Stock Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3258.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3259.

101480I

[Ice Igloos](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3260.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3261.

101480H

[Hovering Hornet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3262.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3263.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3264.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3265.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3266.

102788G

[Alice And Bob](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3267.

102788C

[Magic football](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3268.

102788K

[Tower of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3269.

102788F

[Spying Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3270.

102788B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3271.

102788L

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3272.

102788H

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3273.

102788D

[38 parrots](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3274.

102788E

[Black Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3275.

102788I

[Hole Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3276.

102788J

[Multidimensional Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3277.

102788A

[Normal Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3278.

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3279.

102770C

[Crossword Validation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3280.

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3281.

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3282.

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3283.

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3284.

101463K

[The Bad Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3285.

101463C

[System Engineer](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · last AC: 2020-11-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3286.

101463B

[Hard-working Student](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3287.

101463G

[Software Industry Revolution](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3288.

101463F

[Maze Stretching](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3289.

101463D

[Cycles of Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3290.

101463A

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

Rating: — · first AC: 2020-11-04 · last AC: 2020-11-04 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3291.

101413D

[Awkward Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3292.

101413H

[Where's Wally](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3293.

101413G

[Test Case Tweaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3294.

101413B

[Balloon Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3295.

101413A

[Membership Management](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3296.

101413F

[Find the Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3297.

101415G

[The Morning after Halloween](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3298.

101415I

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

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3299.

101415H

[Bug Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3300.

101415F

[Slim Span](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3301.

101415C

[Minimal Backgammon](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3302.

101415A

[And Then There Was One](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3303.

101415B

[Prime Gap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3304.

101649I

[Inner Vertices](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3305.

101649J

[Jenny's First Exams](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3306.

101649K

[K Best](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3307.

101649E

[Expectation](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3308.

101649F

[Flip and Turn](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3309.

101649B

[Bee Garden](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3310.

101649G

[Godfather](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3311.

101649D

[Drying](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3312.

101649C

[Cutting a Block](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3313.

101556E

[Doodling](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3314.

101556I

[Statisticians](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3315.

101556A

[Succession](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3316.

101556F

[Help a PhD candidate out!](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3317.

101556D

[Dirty Driving](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3318.

101464B

[Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3319.

101464D

[Problemsetting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3320.

101464G

[Cosmic Station](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3321.

101464F

[Gamers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3322.

101464H

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3323.

101464A

[The Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3324.

101464E

[Control Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3325.

101464J

[Shares](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3326.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3327.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3328.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3329.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3330.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3331.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3332.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3333.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3334.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3335.

101173B

[Bipartite Blanket](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3336.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3337.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3338.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3339.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3340.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3341.

101086K

[Betrayed](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3342.

101086B

[Brother Louie](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3343.

101086C

[Everything](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3344.

101086D

[Secure but True](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3345.

101086J

[Smooth Developer](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3346.

101086F

[Hey JUDgE](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3347.

101086M

[ACPC Headquarters : AASTMT \(Stairway to Heaven\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3348.

101086A

[My Friend of Misery](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3349.

101086G

[Paradise City](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3350.

101086L

[Chance](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3351.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3352.

102700F

[Free restricted flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3353.

102700L

[Lonely day](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3354.

102700C

[Cipher count](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3355.

102700A

[Approach](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3356.

102700B

[Baby name](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3357.

102700E

[Enter to the best problem of this contest!](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3358.

102700M

[Magic spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3359.

102700G

[Great dinner](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3360.

102700K

[Katastrophic sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3361.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3362.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3363.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3364.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3365.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3366.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3367.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3368.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3369.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3370.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3371.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3372.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3373.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3374.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3375.

101309F

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

Rating: — · first AC: 2020-09-16 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3376.

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3377.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3378.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3379.

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3380.

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-16 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3381.

101234F

[Lonely Dreamoon 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3382.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3383.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3384.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3385.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3386.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3387.

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3388.

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3389.

101485K

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

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3390.

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3391.

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3392.

101485A

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

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3393.

101485J

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

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3394.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3395.

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3396.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3397.

101666I

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

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3398.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3399.

101666C

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

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3400.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3401.

101666M

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

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3402.

101666K

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

Rating: — · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3403.

101666A

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

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3404.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3405.

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3406.

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3407.

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3408.

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3409.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3410.

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3411.

101655B

[Bones's Battery](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3412.

101655G

[Generations of Tribbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3413.

101655F

[Federation Favorites](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3414.

101655A

[Assignments](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3415.

101657E

[LatticeLand](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3416.

101657I

[The Status is Not Quo](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3417.

101657C

[A Classic Myth: Flatland Superhero](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3418.

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3419.

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3420.

101657F

[Lightning Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3421.

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3422.

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3423.

100820B

[Butterfly Effect](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3424.

100820I

[Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3425.

100820H

[Hilbert Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3426.

100820K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3427.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3428.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3429.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3430.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3431.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3432.

101736G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3433.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3434.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3435.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3436.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3437.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-13 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3438.

102001J

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

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3439.

102001H

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

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3440.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3441.

102001G

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

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3442.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3443.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3444.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3445.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3446.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3447.

101608J

[Efficiency Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3448.

101608H

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3449.

101608E

[Robot I - Instruction Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3450.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3451.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3452.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3453.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3454.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3455.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3456.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3457.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3458.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3459.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3460.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-06 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3461.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3462.

101840B

[Breaking the Curse](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · last AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3463.

101856J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3464.

101856A

[Assessments](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3465.

101840J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3466.

101840E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3467.

101840A

[Assessments](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3468.

101856D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3469.

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3470.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3471.

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3472.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3473.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3474.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3475.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3476.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3477.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3478.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3479.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3480.

102192D

[Parentheses Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3481.

102192J

[Taotao Picks Apples](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3482.

102192A

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

Rating: — · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3483.

102192E

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-30 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3484.

101557J

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

Rating: — · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3485.

101557F

[Gokigen Naname](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3486.

101557E

[Speedy Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3487.

101557G

[Flight Planningc](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3488.

101557D

[Rain Fall](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3489.

101557C

[Allergy Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3490.

101557I

[Playfair Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3491.

101557B

[Money Matters](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3492.

101557A

[Soda Surpler](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-25 · last AC: 2020-07-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3493.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3494.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3495.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3496.

102644B

[String Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3497.

102644A

[Random Mood](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3498.

102014G

[Longest Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3499.

102014D

[Clock Hands](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3500.

102014C

[Count the Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3501.

102014E

[Dragon's Cruller](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3502.

102014B

[The Last Ant](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3503.

102014A

[Equal Sum Sets](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3504.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3505.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3506.

102394I

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

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3507.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3508.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3509.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3510.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3511.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3512.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3513.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3514.

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3515.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3516.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3517.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3518.

101503E

[XOR-omania](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3519.

101503I

[Just Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3520.

101503C

[Twisting the Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3521.

101503K

[Extrasensory Perception](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3522.

101503L

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3523.

101503A

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3524.

101503H

[Billing](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3525.

101503J

[Numbers Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3526.

101503B

[Join the Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3527.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3528.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3529.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3530.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3531.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3532.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3533.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3534.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3535.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3536.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3537.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3538.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3539.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3540.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3541.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3542.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3543.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3544.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3545.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3546.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3547.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3548.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3549.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-04 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3550.

102082G

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

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3551.

102082B

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

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3552.

102082C

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

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3553.

102082A

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

Rating: — · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3554.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3555.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3556.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3557.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3558.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3559.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3560.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3561.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3562.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3563.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3564.

102059F

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

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3565.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3566.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3567.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3568.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3569.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3570.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3571.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3572.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3573.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3574.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · last AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3575.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3576.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3577.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3578.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3579.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3580.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3581.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3582.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3583.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3584.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3585.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3586.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3587.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3588.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3589.

102317K

[Bouncing Bunnies](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3590.

102317I

[Lineup the Dominoes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3591.

102317J

[Rising Tides](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3592.

102317G

[Jedi and the Galactic Empire](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3593.

102317F

[Dot the i's and Cross the T's](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3594.

102317H

[Count the Dividing Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3595.

102317E

[Loopy Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3596.

102317C

[Don't Break the Ice](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3597.

102317D

[Wildest Dreams](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3598.

102317B

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

Rating: — · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3599.

102317A

[Majestic 10](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3600.

102091K

[The Stream of Corning 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3601.

102091H

[As Rich as Crassus](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[reshke's solution](#)

3602.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[reshke's solution](#)

3603.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · GNU C11 (first AC) · Tags: —
[reshke's solution](#)

3604.

102091C

[Evolution Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3605.

102091D

[Bus Stop](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3606.

102091G

[Communication](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[reshke's solution](#)

3607.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3608.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3609.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3610.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3611.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-22 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3612.

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3613.

101484I

[Matrix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3614.

101484E

[Double Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3615.

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3616.

101484C

[Leading the Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3617.

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[reshke's solution](#)

3618.

101484J

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

Rating: — · first AC: 2020-05-18 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3619.

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3620.

101147B

[Street](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3621.

101147I

[On the way to the park](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3622.

101147J

[Whistle's New Car](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3623.

101147A

[The game of Osho](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3624.

101147G

[The Galactic Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3625.

101147H

[Commandos](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3626.

101147E

[Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3627.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3628.

102423B

[Computer Cache](#) · [Tutorial](#)

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

[reshke's solution](#)

3629.

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3630.

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3631.

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3632.

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3633.

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3634.

102423H

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

Rating: — · first AC: 2020-05-09 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3635.

102439J

[Boedium](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3636.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3637.

102439A

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

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3638.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3639.

102439G

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

Rating: — · first AC: 2020-05-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3640.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3641.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3642.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3643.

102343G

[Cooperative Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3644.

102343F

[More or Less](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3645.

102343E

[Give-a-Gnocchi](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3646.

102343D

[Candy Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3647.

102343C

[Fitting on the Bed](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3648.

102343B

[Sort by Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3649.

102343A

[Divide the Cash](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-05 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3650.

101171G

[AS7D1KCS>C6>D\\$0CÀ](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3651.

101171K

[AÔ>QSK' GCT<Cä4C =](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3652.

101171C

[AS>QHC1CÔKCR AD4ICTAD\\$2C](#)

Rating: — · first AC: 2020-05-04 · last AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3653.

101171A

[A ID>QÄ0CÔBD4;D°](#)

Rating: — · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3654.

102441A

[Template for Search](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3655.

102441I

[Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3656.

102441H

[Not A + B](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3657.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3658.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3659.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3660.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3661.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3662.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3663.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3664.

102483C

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

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3665.

102483B

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

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3666.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3667.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3668.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3669.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3670.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3671.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3672.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3673.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3674.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3675.

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3676.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3677.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3678.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3679.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3680.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3681.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3682.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3683.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3684.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3685.

101987B

[Cosmetic Survey](#) · [Tutorial](#)

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

[reshke's solution](#)

3686.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3687.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: —

[reshke's solution](#)

3688.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3689.

102500F

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

Rating: — · first AC: 2020-04-13 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3690.

102500E

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

Rating: — · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3691.

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3692.

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3693.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3694.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3695.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3696.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3697.

102501A

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

Rating: — · first AC: 2020-04-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3698.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3699.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3700.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3701.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3702.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3703.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-02 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3704.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3705.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3706.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3707.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3708.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3709.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-30 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3710.

100637G

[\#TheDress](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3711.

101466K

[Random Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3712.

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3713.

101466J

[Jeronimo's List](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3714.

101466F

[Polygon Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3715.

101466H

[Logo](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3716.

101466D

[Double it](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3717.

101466B

[Maximum Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3718.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3719.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3720.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: —
[reshke's solution](#)

3721.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3722.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3723.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3724.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3725.

101156E

[Longest Increasing Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3726.

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3727.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3728.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3729.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3730.

101482F

[Finding Lines](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3731.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3732.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3733.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3734.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3735.

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3736.

101669F

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

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3737.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3738.

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3739.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3740.

101623G

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

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3741.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3742.

101623D

[Dunqlish](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3743.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3744.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3745.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3746.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3747.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3748.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3749.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3750.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3751.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3752.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3753.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3754.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3755.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3756.

102191F

[Sum then Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3757.

102191I

[Project Presentation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3758.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3759.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3760.

102191D

[Picture Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3761.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3762.

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3763.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3764.

102419K

[The Dragon and the Kingdom of Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3765.

102419D

[Xor the graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3766.

102419C

[Two operations](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3767.

102419E

[Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3768.

102419L

[Cheating detection.](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3769.

102419A

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3770.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3771.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3772.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3773.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3774.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3775.

102433C

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

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3776.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3777.

101246D

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3778.

101246J

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3779.

101246E

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3780.

101246F

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3781.

101246B

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3782.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3783.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3784.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3785.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3786.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3787.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3788.

101142J

[Java2016](#) · [Tutorial](#)

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

3789.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

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

3790.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

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

3791.

101142F

[Folding](#) · [Tutorial](#)

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

3792.

101142K

[King's Heir](#) · [Tutorial](#)

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

3793.

101142A

[Anniversary Cake](#) · [Tutorial](#)

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

3794.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3795.

102307G

[Graduation](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3796.

102307C

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

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3797.

102307F

[Fraction Formula](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3798.

102307K

[Kernel Of Love](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3799.

102307I

[Integer Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3800.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3801.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3802.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3803.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3804.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3805.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3806.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3807.

100851A

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

Rating: — · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3808.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3809.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3810.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3811.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3812.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3813.

101334E

[Exploring Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3814.

101334D

[Double Patience](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3815.

101334F

[Feel Good](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3816.

101334I

[IP Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3817.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3818.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3819.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3820.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3821.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3822.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3823.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3824.

101630A

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

Rating: — · first AC: 2019-11-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3825.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3826.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3827.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3828.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3829.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3830.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3831.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3832.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3833.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3834.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3835.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3836.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3837.

101755I

[Guess the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3838.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3839.

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3840.

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3841.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3842.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3843.

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3844.

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3845.

101755E

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

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3846.

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3847.

101755A

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

Rating: — · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3848.

101968I

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3849.

101968C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3850.

101968H

[Win Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3851.

101968D

[Two Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3852.

101801K

[K. Quantum Stones](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3853.

101801H

[H. Don't Ever Ask a Girl for her Codeforces Account](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3854.

101801C

[C. UCL Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3855.

101801E

[E. Create Your Own Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3856.

101801B

[B. Defeat the Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3857.

101801I

[I. Odd and Even Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3858.

101801F

[F. Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3859.

101801L

[L. Odd and Even Count](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3860.

101801A

[A. Can Shahhoud Solve it?](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3861.

101875E

[Loppinha, the boy who likes sopinha](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3862.

101875G

[Traffic Management](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3863.

101875C

[Two Cats](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3864.

101875I

[I Will Go](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3865.

101875B

[Ugly Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3866.

101875F

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

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3867.

101875D

[Checkerboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3868.

101875A

[Nicoleta and the circle of kids](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3869.

101875L

[PC is for kicking](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3870.

102020L

[Looter of Fridges](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3871.

102020E

[Expectations sky-high](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3872.

102020D

[Dumb feature](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3873.

102020M

[Marvelous Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3874.

102020F

[Fairy, the treacherous mailman](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3875.

102267F

[Arena Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3876.

102267J

[Zoo](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3877.

102267I

[Ultimate Army](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3878.

102267H

[Circle of Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3879.

102267D

[Robots Easy](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3880.

102267C

[Matryoshka Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3881.

102267A

[Picky Eater](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3882.

102267K

[Birthday Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3883.

102267B

[Primes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3884.

102302H

[Log Concave Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3885.

102302C

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3886.

102302F

[Drawing cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3887.

102302E

[Chi's performance](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3888.

102302A

[Jumping Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3889.

102302J

[Weird Sanchola](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3890.

102302D

[Guessing Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3891.

102302B

[Divples](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3892.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3893.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3894.

101982H

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

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3895.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3896.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3897.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3898.

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3899.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3900.

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · PyPy 3 (first AC) · Tags: —

[reshke's solution](#)

3901.

102263F

[Musical Chairs](#) · [Tutorial](#)

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

[reshke's solution](#)

3902.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

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

[reshke's solution](#)

3903.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3904.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3905.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3906.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3907.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3908.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3909.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3910.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3911.

102279K

[Kostly Curies](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3912.

102279B

[Beggin' For A Node](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3913.

102279G

[Get Higher and Higher](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3914.

102279H

[Houston, Are You There?](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3915.

102279J

[Jumpity Digits](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · Python 2 (first AC) · Tags: —

[reshke's solution](#)

3916.

102279A

[Amsopoly Simple Version](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3917.

102279D

[Dahlia The Champion](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3918.

102219H

[Are You Safe?](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3919.

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3920.

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3921.

102219C

[I Don't Want To Pay For The Late Jar!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3922.

102219I

[To Crash Or Not To Crash](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3923.

102219J

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3924.

102219B

[SpongeBob SquarePants](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3925.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3926.

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3927.

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3928.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3929.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3930.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3931.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3932.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3933.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3934.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3935.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3936.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3937.

102203J

[AÔ>Dî=Cä9 C00D\\$@D4;DÀ](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3938.

102203L

[A" ?Cä0D :C E C,,AD\\$8CÔK](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3939.

102203F

[A 8C;0,,>D\\$5C=0](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3940.

102203D

[AôôCä!D´@D](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3941.

102203I

[A\\$>Dî?Cä<C,,=C =C,,5](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3942.

102203K

[AôSDî5DT2C B](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3943.

102203H

[A"î?C1Cä@C BCä@C,,8](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3944.

102203B

[B @006CÔ>CR ACä>C ICT=C,,5](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3945.

102203A

[AD>C@Cä ?Cä6C ;Cä2C BDÂ =C \\$C´>D 8CÔC!](#)

Rating: — · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3946.

102190L

[· Tutorial](#)

Rating: — · first AC: 2019-05-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3947.

102190B

[· Tutorial](#)

Rating: — · first AC: 2019-05-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3948.

102190H

[· Tutorial](#)

Rating: — · first AC: 2019-05-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3949.

102190F

[· Tutorial](#)

Rating: — · first AC: 2019-05-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3950.

102190A

[· Tutorial](#)

Rating: — · first AC: 2019-05-11 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3951.

102163C

[Hasan and his lazy students](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3952.

102163B

[Let me sleep](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3953.

102163K

[Masaoud LOVES PIZZAS](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3954.

102163M

[NCD Salary](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3955.

102163H

[Mr. Hamra and his quantum particles](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3956.

102163L

[Chemistry Exam](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3957.

102163D

[Football Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3958.

102163F

[Research projects](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-14 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3959.

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3960.

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3961.

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3962.

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-06 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3963.

102150G

[B.COD&C'LDB 8 D\\$@D41Cä?D >C\\$>C@](#)

Rating: — · first AC: 2019-04-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3964.

102150B

[B.COD&C'LDB 8 CÄKD„5C´>C\\$:C€](#)

Rating: — · first AC: 2019-04-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3965.

102150D

[B.COD&C'LDB 8 C 2D\\$>CD>Cô>C´=CT=C„5](#)

Rating: — · first AC: 2019-04-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3966.

102150C

[B.COD&C'LDB 8 Cô>C 5C2 8Cr BDä@DÄ<D°](#)

Rating: — · first AC: 2019-04-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3967.

102150E

[B.COD&C'LDB 8 CD@Cä=](#)

Rating: — · first AC: 2019-04-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3968.

102150J

[B.COD&C'LDB 8 Dd2CTB Ct0C >D 0](#)

Rating: — · first AC: 2019-04-03 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3969.

1020086

[A.D\\$>D\\$@Cä=](#)

Rating: — · first AC: 2019-03-31 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3970.

1020082

[B-BOBÎÂ 2 D BD >C•](#)

Rating: — · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3971.

1020087

[A▷CÄ1D°](#)

Rating: — · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3972.

1020084

[A40040C6>C\\$>CR 2D´AD\\$CCô;CT=C,,5](#)

Rating: — · first AC: 2019-03-31 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3973.

1020089

[A▷C08D =C,,7C FC,,O Cô@Cä8Ct2Cä4D BC\\$0](#)

Rating: — · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3974.

1020088

[B▷C▷D\\$8Ct0Dd8Dò ?D >C,,7C\\$>CDAD\\$2C](#)

Rating: — · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3975.

10200810

[B\\$0000-D NCD0](#)

Rating: — · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3976.

1020083

[A48D-Dô=CD0](#)

Rating: — · first AC: 2019-03-31 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3977.

102139E

[BâD09D >C >D\\$>D\\$5DT=C,,:](#)

Rating: — · first AC: 2019-03-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3978.

102139I

[Return of the ???? · Tutorial](#)

Rating: — · first AC: 2019-03-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3979.

102139J

[A,,E0650 AC,,O C" BC 1C´8Dd5](#)

Rating: — · first AC: 2019-03-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3980.

102139K

[A00Cä5C=B](#)

Rating: — · first AC: 2019-03-24 · MS C++ 2017 (first AC) · Tags: —
[reshke's solution](#)

3981.

102139G

[A05D\\$@Cä2C,,G](#)

Rating: — · first AC: 2019-03-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3982.

102139A

[AS>00ä6CÔ> C,,7 AT BD](#)

Rating: — · first AC: 2019-03-24 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

3983.

102139H

[Aä07EGC BC=8](#)

Rating: — · first AC: 2019-03-24 · MS C++ 2017 (first AC) · Tags: —

[reshke's solution](#)

3984.

101942F

[A00D4iaC, <D4EC](#)

Rating: — · first AC: 2018-10-24 · MS C++ (first AC) · Tags: —

[reshke's solution](#)

3985.

101942C

[A05DäACÄ8CÔCD](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3986.

101942K

[B 70ä@D\\$8C\\$=C O DD>D <C](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3987.

101942B

[B>D5C\\$=Cä2C =C,,O](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3988.

101942H

[A00CäD 0CÄ<C ?CT@CT4C G](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3989.

101942J

[B,,0DTäC BCÔKC' AC'>CÐ](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3990.

101942I

[A05CÄD\\$5D 8Ct0Dd8Dð](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3991.

101942A

[B42D0CÄKC' 2CT@C ;Dä4](#)

Rating: — · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

3992.

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3993.

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3994.

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3995.

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3996.

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3997.

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

3998.

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-03 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

3999.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4000.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4001.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4002.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4003.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4004.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4005.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4006.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4007.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4008.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4009.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4010.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · Python 3 (first AC) · Tags: —
[reshke's solution](#)

4011.

101845G

[Generating Texts](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4012.

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4013.

101845E

[Equilateral Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[reshke's solution](#)

4014.

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

4015.

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

4016.

101845H

[Happy Birthday UN](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

4017.

101845C

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

4018.

101804G

[Greatest IME](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · Python 3 (first AC) · Tags: —

[reshke's solution](#)

4019.

101804E

[Efficient Tracking](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

4020.

101804B

[Before the Great Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[reshke's solution](#)

4021.

101804D

[Dire Grades](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · MS C++ (first AC) · Tags: —

[reshke's solution](#)

4022.

101804A

[Adaptation Stories](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-24 · Python 3 (first AC) · Tags: —

[reshke's solution](#)