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Unique solved — rqi

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

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Filters: none

Count: 1,212

1.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,963 global accepts · Rating: 800 · first AC: 2025-12-29 · Go (first AC) · Tags: brute force, math, number theory

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2.

2061A

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

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3.

4A

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4.

2053A

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5.

2038J

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Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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6.

2038N

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[rqi's solution](#)

7.

1919B

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8.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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9.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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10.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
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11.

1896A

[Jagged Swaps](#) · [Tutorial](#)

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12.

1810B

[Candies](#) · [Tutorial](#)

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[rqi's solution](#)

13.

1810A

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

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14.

1787A

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

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15.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[rqi's solution](#)

16.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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17.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[rqi's solution](#)

18.

1750A

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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
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19.

1746B

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[rqi's solution](#)

20.

1746A

[Maxmina](#) · [Tutorial](#)

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[rqi's solution](#)

21.

1738A

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22.

1725A

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[rqi's solution](#)

23.

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
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24.

1686B

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[rqi's solution](#)

25.

1686A

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26.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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27.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

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28.

1621A

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29.

1616A

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[rqi's solution](#)

30.

1615A

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31.

1345A

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32.

1546A

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33.

1552A

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34.

1466B

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Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

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35.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

[rqi's solution](#)

36.

1450A

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[rqi's solution](#)

37.

1428A

[Box is Pull](#) · [Tutorial](#)

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38.

1405A

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39.

1397A

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[rqi's solution](#)

40.

1417A

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Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[rqi's solution](#)

41.

1392B

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Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[rqi's solution](#)

- 42.**
1392A
[Omkar and Password](#) · [Tutorial](#)
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[rqj's solution](#)
- 43.**
1002A1
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[rqj's solution](#)
- 44.**
1368A
[C+=](#) · [Tutorial](#)
Quality: 46,254 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[rqj's solution](#)
- 45.**
1307A
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Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rqj's solution](#)
- 46.**
1300A
[Non-zero](#) · [Tutorial](#)
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[rqj's solution](#)
- 47.**
1287A
[Angry Students](#) · [Tutorial](#)
Quality: 22,441 global accepts · Rating: 800 · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rqj's solution](#)
- 48.**
1284A
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Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[rqj's solution](#)
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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
[rqj's solution](#)
- 50.**
1228A
[Distinct Digits](#) · [Tutorial](#)
Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[rqj's solution](#)
- 51.**
1207A
[There Are Two Types Of Burgers](#) · [Tutorial](#)
Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[rqj's solution](#)
- 52.**
1196A
[Three Piles of Candies](#) · [Tutorial](#)
Quality: 29,127 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

math

[rqi's solution](#)

53.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rqi's solution](#)

54.

1194A

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

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[rqi's solution](#)

55.

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

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56.

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rqi's solution](#)

57.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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58.

935A

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

Quality: 47,233 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[rqi's solution](#)

59.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[rqi's solution](#)

60.

912A

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Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: implementation

[rqi's solution](#)

61.

888A

[Local Extrema](#) · [Tutorial](#)

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62.

884A

[Book Reading](#) · [Tutorial](#)

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63.

854A

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64.

851A

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65.

837A

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[rqi's solution](#)

66.

835A

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67.

832A

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68.

831B

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69.

615A

[Bulbs](#) · [Tutorial](#)

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[rqi's solution](#)

70.

617A

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Quality: 249,120 global accepts · Rating: 800 · first AC: 2016-02-06 · GNU C++11 (first AC) · Tags: math

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71.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

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72.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[rqi's solution](#)

73.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

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74.

1726A

[Mainak and Array](#) · [Tutorial](#)

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75.

1696B

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

Quality: 36,321 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[rqi's solution](#)

76.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[rqi's solution](#)

77.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2021-08-02 · Python 3 (first AC) · Tags: math

[rqi's solution](#)

78.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[rqi's solution](#)

79.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[rqi's solution](#)

80.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

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81.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[rqi's solution](#)

82.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[rqi's solution](#)

83.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rqi's solution](#)

84.

1279A

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Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[rqi's solution](#)

85.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[rqi's solution](#)

86.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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87.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[rqi's solution](#)

88.

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

[rqi's solution](#)

89.

1197A

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Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

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90.

935B

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Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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91.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: brute force, implementation

[rqi's solution](#)

92.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: implementation

[rqi's solution](#)

93.

834A

[The Useless Toy](#) · [Tutorial](#)

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94.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

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95.

1916B

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Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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96.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[rqi's solution](#)

97.

1765E

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Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[rqi's solution](#)

98.

1725B

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Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[rqi's solution](#)

99.

1690D

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Quality: 47,026 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[rqi's solution](#)

100.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

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101.

1405B

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Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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102.

1395A

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Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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103.

1326A

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104.

1300B

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Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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105.

1293B

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Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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106.

1204A

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Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[rqi's solution](#)

107.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[rqi's solution](#)

108.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[rqi's solution](#)

109.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[rqi's solution](#)

110.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings
[rqi's solution](#)

111.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[rqi's solution](#)

112.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[rqi's solution](#)

113.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[rqi's solution](#)

114.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: brute force
[rqi's solution](#)

115.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: —
[rqi's solution](#)

116.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: greedy
[rqi's solution](#)

117.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: implementation
[rqi's solution](#)

118.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2017-07-13 · GNU C++11 (first AC) · Tags: implementation

[rqi's solution](#)

119.

2061B

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

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

[rqi's solution](#)

120.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[rqi's solution](#)

121.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[rqi's solution](#)

122.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[rqi's solution](#)

123.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[rqi's solution](#)

124.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[rqi's solution](#)

125.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2021-08-02 · Python 3 (first AC) · Tags: binary search, brute force, dp, math

[rqi's solution](#)

126.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[rqi's solution](#)

127.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[rqi's solution](#)

128.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[rqi's solution](#)

129.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[rqj's solution](#)

130.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[rqj's solution](#)

131.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[rqj's solution](#)

132.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[rqj's solution](#)

133.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[rqj's solution](#)

134.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[rqj's solution](#)

135.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[rqj's solution](#)

136.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation
[rqj's solution](#)

137.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: math
[rqj's solution](#)

138.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[rqj's solution](#)

139.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: geometry
[rqj's solution](#)

140.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: implementation, sortings
[rqi's solution](#)

141.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: games, math
[rqi's solution](#)

142.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: greedy
[rqi's solution](#)

143.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation
[rqi's solution](#)

144.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · GNU C++11 (first AC) · Tags: implementation
[rqi's solution](#)

145.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[rqi's solution](#)

146.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[rqi's solution](#)

147.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[rqi's solution](#)

148.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[rqi's solution](#)

149.

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

150.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-08-02 · Python 3 (first AC) · Tags: interactive, math
[rqj's solution](#)

151.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation
[rqj's solution](#)

152.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[rqj's solution](#)

153.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[rqj's solution](#)

154.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[rqj's solution](#)

155.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[rqj's solution](#)

156.

1339B

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

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[rqj's solution](#)

157.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[rqj's solution](#)

158.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[rqj's solution](#)

159.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[rqj's solution](#)

160.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[rqj's solution](#)

161.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[rqj's solution](#)

162.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[rqj's solution](#)

163.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[rqj's solution](#)

164.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[rqj's solution](#)

165.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[rqj's solution](#)

166.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation
[rqj's solution](#)

167.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[rqj's solution](#)

168.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rqj's solution](#)

169.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[rqj's solution](#)

170.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[rqj's solution](#)

171.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[rqi's solution](#)

172.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[rqi's solution](#)

173.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2021-08-02 · Python 3 (first AC) · Tags: greedy, implementation

[rqi's solution](#)

174.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[rqi's solution](#)

175.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqi's solution](#)

176.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqi's solution](#)

177.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation

[rqi's solution](#)

178.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[rqi's solution](#)

179.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[rqi's solution](#)

180.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[rqi's solution](#)

181.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[rqi's solution](#)

182.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rqj's solution](#)

183.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[rqj's solution](#)

184.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rqj's solution](#)

185.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[rqj's solution](#)

186.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[rqj's solution](#)

187.

890C

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

Rating: 1300 · first AC: 2017-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[rqj's solution](#)

188.

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · GNU C++11 (first AC) · Tags: greedy

[rqj's solution](#)

189.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · GNU C++11 (first AC) · Tags: implementation

[rqj's solution](#)

190.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[rqj's solution](#)

191.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[rqj's solution](#)

192.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[rqj's solution](#)

193.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[rqi's solution](#)

194.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[rqi's solution](#)

195.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[rqi's solution](#)

196.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[rqi's solution](#)

197.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[rqi's solution](#)

198.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[rqi's solution](#)

199.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[rqi's solution](#)

200.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[rqi's solution](#)

201.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[rqi's solution](#)

202.

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
[rqi's solution](#)

203.

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

[rqi's solution](#)

204.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[rqi's solution](#)

205.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rqi's solution](#)

206.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,235 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[rqi's solution](#)

207.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[rqi's solution](#)

208.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[rqi's solution](#)

209.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[rqi's solution](#)

210.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[rqi's solution](#)

211.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-10 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[rqi's solution](#)

212.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: geometry, math

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1725H

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312.

1725M

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313.

1678B2

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314.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[rqj's solution](#)

315.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[rqj's solution](#)

316.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp

[rqj's solution](#)

317.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[rqj's solution](#)

318.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[rqj's solution](#)

319.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[rqj's solution](#)

320.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[rqj's solution](#)

321.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[rqj's solution](#)

322.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,933 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[rqj's solution](#)

323.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[rqj's solution](#)

324.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[rqj's solution](#)

325.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[rqj's solution](#)

326.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[rqj's solution](#)

327.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rqj's solution](#)

328.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[rqj's solution](#)

329.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[rqj's solution](#)

330.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[rqj's solution](#)

331.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[rqj's solution](#)

332.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[rqj's solution](#)

333.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[rqj's solution](#)

334.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[rqj's solution](#)

335.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[rqj's solution](#)

336.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[rqj's solution](#)

337.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[rqj's solution](#)

338.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[rqj's solution](#)

339.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[rqj's solution](#)

340.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[rqj's solution](#)

341.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[rqj's solution](#)

342.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[rqj's solution](#)

343.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings
[rqj's solution](#)

344.

2053E

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

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

345.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[rqj's solution](#)

346.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[rqj's solution](#)

347.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[rqj's solution](#)

348.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[rqj's solution](#)

349.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[rqj's solution](#)

350.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[rqj's solution](#)

351.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[rqj's solution](#)

352.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[rqj's solution](#)

353.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[rqj's solution](#)

354.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[rqj's solution](#)

355.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[rqj's solution](#)

356.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rqj's solution](#)

357.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, two pointers

[rqj's solution](#)

358.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees
[rqj's solution](#)

359.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings
[rqj's solution](#)

360.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[rqj's solution](#)

361.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[rqj's solution](#)

362.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation
[rqj's solution](#)

363.

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
[rqj's solution](#)

364.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[rqj's solution](#)

365.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[rqj's solution](#)

366.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
[rqj's solution](#)

367.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[rqj's solution](#)

368.

1202D

[Print a 1337-string... · Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[rqi's solution](#)

369.

1197D

[Yet Another Subarray Problem · Tutorial](#)

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[rqi's solution](#)

370.

1178E

[Archaeology · Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[rqi's solution](#)

371.

1162D

[Chladni Figure · Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory, strings

[rqi's solution](#)

372.

935D

[Fafa and Ancient Alphabet · Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[rqi's solution](#)

373.

940E

[Cashback · Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2025-12-29 · last AC: 2025-12-29 · Go (first AC) · Tags: data structures, dp, greedy, math

[rqi's solution](#)

374.

1185E

[Polycarp and Snakes · Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[rqi's solution](#)

375.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[rqi's solution](#)

376.

2061E

[Kevin and And · Tutorial](#)

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

[rqi's solution](#)

377.

1712D

[Empty Graph · Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[rqi's solution](#)

378.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[rqj's solution](#)

379.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[rqj's solution](#)

380.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[rqj's solution](#)

381.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[rqj's solution](#)

382.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[rqj's solution](#)

383.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · last AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[rqj's solution](#)

384.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[rqj's solution](#)

385.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[rqj's solution](#)

386.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[rqj's solution](#)

387.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[rqj's solution](#)

388.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[rqj's solution](#)

389.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[rqj's solution](#)

390.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[rqj's solution](#)

391.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[rqj's solution](#)

392.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[rqj's solution](#)

393.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[rqj's solution](#)

394.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[rqj's solution](#)

395.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[rqj's solution](#)

396.

1191F

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

Rating: 2000 · first AC: 2019-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[rqj's solution](#)

397.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[rqj's solution](#)

398.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2025-12-29 · Rust 2024 (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[rqi's solution](#)

399.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[rqi's solution](#)

400.

2061F1

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

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

[rqi's solution](#)

401.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[rqi's solution](#)

402.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[rqi's solution](#)

403.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[rqi's solution](#)

404.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[rqi's solution](#)

405.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[rqi's solution](#)

406.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[rqi's solution](#)

407.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[rqi's solution](#)

408.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[rqj's solution](#)

409.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings
[rqj's solution](#)

410.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[rqj's solution](#)

411.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[rqj's solution](#)

412.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[rqj's solution](#)

413.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[rqj's solution](#)

414.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[rqj's solution](#)

415.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[rqj's solution](#)

416.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[rqj's solution](#)

417.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers
[rqj's solution](#)

418.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[rqi's solution](#)

419.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[rqi's solution](#)

420.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[rqi's solution](#)

421.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[rqi's solution](#)

422.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[rqi's solution](#)

423.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[rqi's solution](#)

424.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[rqi's solution](#)

425.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[rqi's solution](#)

426.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[rqi's solution](#)

427.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[rqi's solution](#)

428.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings
[rqi's solution](#)

429.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[rqi's solution](#)

430.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings
[rqi's solution](#)

431.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation
[rqi's solution](#)

432.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory
[rqi's solution](#)

433.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities
[rqi's solution](#)

434.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation
[rqi's solution](#)

435.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[rqi's solution](#)

436.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[rqi's solution](#)

437.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[rqi's solution](#)

438.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[rqi's solution](#)

439.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[rqi's solution](#)

440.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[rqi's solution](#)

441.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rqi's solution](#)

442.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[rqi's solution](#)

443.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[rqi's solution](#)

444.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[rqi's solution](#)

445.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[rqi's solution](#)

446.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[rqi's solution](#)

447.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[rqi's solution](#)

448.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, divide and conquer, math

[rqi's solution](#)

449.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[rqi's solution](#)

450.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[rqi's solution](#)

451.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[rqi's solution](#)

452.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[rqi's solution](#)

453.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[rqi's solution](#)

454.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy

[rqi's solution](#)

455.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[rqi's solution](#)

456.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[rqi's solution](#)

457.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[rqi's solution](#)

458.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[rqi's solution](#)

459.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry
[rqi's solution](#)

460.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[rqi's solution](#)

461.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · last AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[rqi's solution](#)

462.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[rqi's solution](#)

463.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[rqi's solution](#)

464.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[rqi's solution](#)

465.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[rqi's solution](#)

466.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[rqi's solution](#)

467.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees
[rqi's solution](#)

468.

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
[rqi's solution](#)

469.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[rqj's solution](#)

470.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[rqj's solution](#)

471.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[rqj's solution](#)

472.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[rqj's solution](#)

473.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[rqj's solution](#)

474.

1191E

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

Rating: 2300 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy
[rqj's solution](#)

475.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2025-12-29 · OCaml (first AC) · Tags: brute force, implementation
[rqj's solution](#)

476.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[rqj's solution](#)

477.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices
[rqj's solution](#)

478.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[rqj's solution](#)

479.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[rqi's solution](#)

480.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[rqi's solution](#)

481.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[rqi's solution](#)

482.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[rqi's solution](#)

483.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[rqi's solution](#)

484.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[rqi's solution](#)

485.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[rqi's solution](#)

486.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[rqi's solution](#)

487.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[rqi's solution](#)

488.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[rqi's solution](#)

489.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[rqj's solution](#)

490.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[rqj's solution](#)

491.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[rqj's solution](#)

492.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[rqj's solution](#)

493.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[rqj's solution](#)

494.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[rqj's solution](#)

495.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[rqj's solution](#)

496.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[rqj's solution](#)

497.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[rqj's solution](#)

498.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[rqj's solution](#)

499.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[rqj's solution](#)

500.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[rqj's solution](#)

501.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-20 · last AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[rqj's solution](#)

502.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[rqj's solution](#)

503.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[rqj's solution](#)

504.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings
[rqj's solution](#)

505.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[rqj's solution](#)

506.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[rqj's solution](#)

507.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[rqj's solution](#)

508.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, interactive, ternary search

[rqi's solution](#)

509.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[rqi's solution](#)

510.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[rqi's solution](#)

511.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[rqi's solution](#)

512.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[rqi's solution](#)

513.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[rqi's solution](#)

514.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[rqi's solution](#)

515.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[rqi's solution](#)

516.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[rqi's solution](#)

517.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[rqi's solution](#)

518.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[rqi's solution](#)

519.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
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520.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[rqi's solution](#)

521.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[rqi's solution](#)

522.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs
[rqi's solution](#)

523.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[rqi's solution](#)

524.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[rqi's solution](#)

525.

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2600 · first AC: 2025-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
[rqi's solution](#)

526.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math
[rqi's solution](#)

527.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
[rqi's solution](#)

528.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[rqi's solution](#)

529.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rqi's solution](#)

530.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[rqi's solution](#)

531.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[rqi's solution](#)

532.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[rqi's solution](#)

533.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[rqi's solution](#)

534.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[rqi's solution](#)

535.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[rqi's solution](#)

536.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[rqi's solution](#)

537.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[rqi's solution](#)

538.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[rqi's solution](#)

539.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[rqi's solution](#)

540.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[rqi's solution](#)

541.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[rqi's solution](#)

542.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[rqi's solution](#)

543.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[rqi's solution](#)

544.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[rqi's solution](#)

545.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[rqi's solution](#)

546.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[rqi's solution](#)

547.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[rqi's solution](#)

548.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math
[rqi's solution](#)

549.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[rqi's solution](#)

550.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[rqi's solution](#)

551.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-30 · last AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[rqi's solution](#)

552.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[rqi's solution](#)

553.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-04 · last AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[rqi's solution](#)

554.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[rqi's solution](#)

555.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[rqi's solution](#)

556.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[rqi's solution](#)

557.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[rqi's solution](#)

558.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[rqi's solution](#)

559.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[rqi's solution](#)

560.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rqi's solution](#)

561.

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[rqi's solution](#)

562.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[rqi's solution](#)

563.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[rqi's solution](#)

564.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[rqi's solution](#)

565.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[rqi's solution](#)

566.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[rqi's solution](#)

567.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

568.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[rqi's solution](#)

569.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[rqj's solution](#)

570.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[rqj's solution](#)

571.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[rqj's solution](#)

572.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive
[rqj's solution](#)

573.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[rqj's solution](#)

574.

1338D

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

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees
[rqj's solution](#)

575.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[rqj's solution](#)

576.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[rqj's solution](#)

577.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[rqj's solution](#)

578.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[rqj's solution](#)

579.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[rqj's solution](#)

580.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[rqj's solution](#)

581.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[rqj's solution](#)

582.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[rqj's solution](#)

583.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[rqj's solution](#)

584.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2024-12-28 · last AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[rqj's solution](#)

585.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[rqj's solution](#)

586.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[rqj's solution](#)

587.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[rqj's solution](#)

588.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[rqj's solution](#)

589.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[rqj's solution](#)

590.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, shortest paths

[rqj's solution](#)

591.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[rqj's solution](#)

592.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[rqj's solution](#)

593.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-06-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[rqj's solution](#)

594.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[rqj's solution](#)

595.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-17 · last AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[rqj's solution](#)

596.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[rqj's solution](#)

597.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[rqj's solution](#)

598.

1545C

[AquaMoon and Permutations](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[rqj's solution](#)

599.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[rqj's solution](#)

600.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[rqj's solution](#)

601.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees
[rqj's solution](#)

602.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-08-03 · last AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu
[rqj's solution](#)

603.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[rqj's solution](#)

604.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
[rqj's solution](#)

605.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[rqj's solution](#)

606.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings
[rqj's solution](#)

607.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing
[rqj's solution](#)

608.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[rqj's solution](#)

609.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[rqj's solution](#)

610.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[rqj's solution](#)

611.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, math
[rqj's solution](#)

612.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
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613.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math
[rqj's solution](#)

614.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[rqj's solution](#)

615.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices
[rqj's solution](#)

616.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-17 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[rqj's solution](#)

617.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[rqj's solution](#)

618.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[rqj's solution](#)

619.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graph matchings, graphs

[rqi's solution](#)

620.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[rqi's solution](#)

621.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[rqi's solution](#)

622.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry, sortings

[rqi's solution](#)

623.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[rqi's solution](#)

624.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[rqi's solution](#)

625.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[rqi's solution](#)

626.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: flows

[rqi's solution](#)

627.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[rqi's solution](#)

628.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[rqi's solution](#)

629.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[rqi's solution](#)

630.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, fft, number theory

[rqi's solution](#)

631.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[rqi's solution](#)

632.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[rqi's solution](#)

633.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[rqi's solution](#)

634.

1428G2

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

Quality: 727 global accepts · Rating: 3000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[rqi's solution](#)

635.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[rqi's solution](#)

636.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[rqi's solution](#)

637.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[rqi's solution](#)

638.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[rqi's solution](#)

639.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar

[rqi's solution](#)

640.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

641.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2021-08-14 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[rqj's solution](#)

642.

1510A

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

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqj's solution](#)

643.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math
[rqj's solution](#)

644.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[rqj's solution](#)

645.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities
[rqj's solution](#)

646.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy
[rqj's solution](#)

647.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings
[rqj's solution](#)

648.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: flows
[rqj's solution](#)

649.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[rqj's solution](#)

650.

1578D

[Dragon Curve](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3200 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqj's solution](#)

651.

1599E

[Two Arrays](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 3200 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, matrices

[rqj's solution](#)

652.

1599D

[Bubble Popping](#) · [Tutorial](#)

Quality: 34 global accepts · Rating: 3200 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqj's solution](#)

653.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[rqj's solution](#)

654.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[rqj's solution](#)

655.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[rqj's solution](#)

656.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[rqj's solution](#)

657.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[rqj's solution](#)

658.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[rqj's solution](#)

659.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[rqj's solution](#)

660.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[rqj's solution](#)

661.

1787H

[Codeforces Scoreboard](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[rqi's solution](#)

662.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[rqi's solution](#)

663.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[rqi's solution](#)

664.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math

[rqi's solution](#)

665.

1666A

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Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

666.

1615G

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[rqi's solution](#)

667.

1558F

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Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[rqi's solution](#)

668.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[rqi's solution](#)

669.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[rqi's solution](#)

670.

1552H

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Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[rqi's solution](#)

671.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[rqj's solution](#)

672.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math
[rqj's solution](#)

673.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[rqj's solution](#)

674.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers
[rqj's solution](#)

675.

1392I

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Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math
[rqj's solution](#)

676.

1375H

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Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[rqj's solution](#)

677.

1368H1

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Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[rqj's solution](#)

678.

1329E

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Quality: 266 global accepts · Rating: 3300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[rqj's solution](#)

679.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[rqj's solution](#)

680.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[rqj's solution](#)

681.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[rqi's solution](#)

682.

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[rqi's solution](#)

683.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math

[rqi's solution](#)

684.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, interactive

[rqi's solution](#)

685.

2201G

[Codeforces Heuristic Contest 1001](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3500 · first AC: 2026-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[rqi's solution](#)

686.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees

[rqi's solution](#)

687.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, meet-in-the-middle

[rqi's solution](#)

688.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[rqi's solution](#)

689.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[rqi's solution](#)

690.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[rqi's solution](#)

691.

1677F

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

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[rqi's solution](#)

692.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures

[rqi's solution](#)

693.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[rqi's solution](#)

694.

1427H

[Prison Break](#) · [Tutorial](#)

Quality: 94 global accepts · Rating: 3500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, geometry, ternary search

[rqi's solution](#)

695.

1545F

[AquaMoon and Potatoes](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3500 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[rqi's solution](#)

696.

1545E2

[AquaMoon and Time Stop \(hard version\)](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[rqi's solution](#)

697.

1545E1

[AquaMoon and Time Stop \(easy version\)](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[rqi's solution](#)

698.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[rqi's solution](#)

699.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[rqi's solution](#)

700.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: strings

[rqi's solution](#)

701.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

702.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math
[rqj's solution](#)

703.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[rqj's solution](#)

704.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[rqj's solution](#)

705.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[rqj's solution](#)

706.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, fft, math
[rqj's solution](#)

707.

399C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · last AC: 2025-12-29 · Go (first AC) · Tags: number theory
[rqj's solution](#)

708.

106043J

[Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-19 · last AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

709.

105255J

[Bridging the Gap](#) · [Tutorial](#)

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

710.

105255B

[Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

711.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

712.

105255K

[Alea iacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

713.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

714.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

715.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

716.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

717.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

718.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

719.

103119B

[Boring Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[rqj's solution](#)

720.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[rqj's solution](#)

721.

104373H

[Permutation on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[rqj's solution](#)

722.

105870A

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

Rating: — · first AC: 2025-05-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[rqj's solution](#)

723.

105125E

[Irrational Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

724.

105125A

[3-SAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

725.

104587I

[Scholar's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

726.

104587L

[Workers of the World Unite! Just Not Too Close.](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

727.

104587J

[Simply Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

728.

104587F

[Over the Hill, Part 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

729.

104587A

[All in the Family](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

730.

104587D

[Oreperations Research](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

731.

104587B

[Kinky Word Searches](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

732.

104587G

[A Rank Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

733.

104587C

[Math Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

734.

104587E

[Over the Hill, Part 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqj's solution](#)

735.

104587K

[Weighty Tomes](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqi's solution](#)

736.

104587H

[Restroom Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqi's solution](#)

737.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[rqi's solution](#)

738.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

739.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

740.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

741.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

742.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

743.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

744.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

745.

101656F

[Ritual Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

746.

101656C

[Painted Cube](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

747.

101656I

[Spellcasting](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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748.

101656K

[Tile Cut](#) · [Tutorial](#)

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[rqi's solution](#)

749.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

750.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

751.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

752.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

753.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

754.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

755.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

756.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

757.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

758.

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

759.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

760.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

761.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

762.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

763.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

764.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

765.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

766.

104491K

[Decoding The Message](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

767.

104491B

[Standard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

768.

104491C

[Network Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

769.

104491F

[Bayan Testing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

770.

104491H

[Triangular Cactus Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

771.

104114J

[Joyful Death](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

772.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

773.

104114I

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

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

774.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

775.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

776.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

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104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

778.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

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Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
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780.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

781.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

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[rqi's solution](#)

782.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

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783.

104369L

[Classic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

784.

104369H

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

785.

104369G

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

Rating: — · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

786.

104369J

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

787.

104369M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

788.

104369F

[Traveling in Cells](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

789.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

790.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

791.

104369E

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

792.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

793.

104369K

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Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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794.

104369I

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[rqi's solution](#)

795.

104369A

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

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796.

104454F

[Brass Birmingham: cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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797.

104454M

[Three cushion carom](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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798.

104454I

[Problem 3n+1](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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799.

104454O

[Sea Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

800.

104454J

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

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

801.

104454L

[Permutations and sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

802.

104454K

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Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

803.

104454E

[Brass Birmingham: coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

804.

104454C

[Pisano period](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

805.

104454N

[Just another array problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

806.

104454D

[Bucket of sand](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

807.

104454G

[Brass Birmingham: beer](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

808.

104454B

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

809.

104454H

[Brass Birmingham: roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

810.

104454A

[Puzzle generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

811.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

812.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

813.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

814.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

815.

104396K

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

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

816.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqj's solution](#)

817.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

818.

104396J

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

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

819.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

820.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

821.

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

822.

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

823.

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

824.

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

825.

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

826.

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

827.

104427G

[Make Everything White](#) · [Tutorial](#)

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828.

104334G

[LaLa and Divination Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · last AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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829.

104334D

[LaLa and Magic Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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830.

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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831.

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —
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832.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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833.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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834.

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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835.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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836.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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104270D

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Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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104270L

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839.

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[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

840.

104270J

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Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

841.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

842.

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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843.

104197N

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Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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844.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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845.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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846.

104197G

[Graph Problem With Small \\$n\\$](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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847.

104197B

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Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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848.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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849.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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850.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

851.

104197A

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Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

852.

104197D

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

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[rqi's solution](#)

853.

104197E

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854.

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · last AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

855.

101982E

[Cops And Robbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

856.

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

857.

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

858.

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

859.

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

860.

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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861.

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

862.

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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863.

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

864.

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
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865.

101982J

[Time Limits](#) · [Tutorial](#)

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[rqj's solution](#)

866.

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

867.

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

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868.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

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869.

104160I

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

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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870.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

871.

104160A

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

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

872.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
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873.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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874.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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875.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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876.

104030G

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Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

877.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

878.

104030C

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Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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879.

104030H

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Rating: — · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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880.

104172I

[Range Closest Pair of Points Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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881.

104172D

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Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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882.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

883.

104172F

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Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
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884.

104172B

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[rqi's solution](#)

885.

104172L

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Rating: — · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

886.

104172A

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Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

887.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

888.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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889.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

890.

101617C

[Flipping Out](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · last AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

891.

101617B

[Exciting Finish!](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

892.

101617K

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

893.

101617F

[Move Away](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

894.

101617E

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

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

895.

101617G

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Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

896.

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

897.

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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898.

101617D

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899.

101617I

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

900.

101617J

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901.

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

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902.

103960G

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903.

103960C

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Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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904.

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

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[rqj's solution](#)

905.

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

906.

103960N

[Numbers on both Sides](#) · [Tutorial](#)

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907.

103960D

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

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[rqj's solution](#)

908.

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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909.

103960H

[Helping the Transit](#) · [Tutorial](#)

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[rqj's solution](#)

910.

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

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[rqj's solution](#)

911.

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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912.

103960E

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[rqi's solution](#)

913.

103960A

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914.

103960I

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915.

103957B

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[rqi's solution](#)

916.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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917.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

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918.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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919.

103957L

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

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920.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

921.

103957A

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922.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

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[rqj's solution](#)

923.

103931K

[Known as the Fruit Brother](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

924.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

925.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

926.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

927.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

928.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

929.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

930.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

931.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

932.

103931E

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

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

933.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

934.

103914G

[Lexicographic Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

935.

103914K

[Symmetry: Convex](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

936.

103914J

[Symmetry: Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · last AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

937.

103914A

[Puzzle: X-Sums Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

938.

103914I

[Equivalence in Connectivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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939.

103914D

[Poker Game: Decision](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: —
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940.

103914F

[Longest Common Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

941.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

942.

103860J

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Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

943.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

944.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

945.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

946.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

947.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

948.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

949.

103729J

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

Rating: — · first AC: 2022-06-12 · last AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

950.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · last AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

951.

103828B

[Too simple for a hard problem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

952.

103828K

[No Server? !Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · last AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

953.

103828F

[Subgrid](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

954.

103828I

[Bombing buildings](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

955.

103828D

[Ctrl+A+C+V](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

956.

103828C

[Basharo is not ugly](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

957.

103828G

[Little Fermat and digits sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

958.

103828L

[No Arithmetic subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

959.

103828H

[Kite](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

960.

103828N

[Moving grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

961.

103828A

[2 Arrays Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

962.

103828M

[Mobile Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

963.

103828J

[Even Adjacent Product](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

964.

103828E

[Do you where is Naseem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

965.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

966.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

967.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

968.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

969.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

970.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

971.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

972.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

973.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

974.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[rqj's solution](#)

975.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[rqj's solution](#)

976.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices
[rqj's solution](#)

977.

103855B

[Distance Optimizing Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

978.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

979.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

980.

103855K

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

981.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

982.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

983.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

984.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

985.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

986.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

987.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

988.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

989.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

990.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

991.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

992.

103688E

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

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

993.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

994.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

995.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

996.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

997.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

998.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

999.

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1000.

103687H

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · last AC: 2022-07-09 · Python 3 (first AC) · Tags: —
[rqj's solution](#)

1001.

103687D

[The Profiteer](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1002.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1003.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1004.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1005.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1006.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1007.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1008.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1009.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqj's solution](#)

1010.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1011.**

103687B

[JB Loves Comma](#) · [Tutorial](#)Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1012.**

103729G

[Brick](#) · [Tutorial](#)Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1013.**

103729I

[Latitude Compressor](#) · [Tutorial](#)Rating: — · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1014.**

103729E

[Multigate](#) · [Tutorial](#)Rating: — · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1015.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1016.**

103729F

[Angel](#) · [Tutorial](#)Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1017.**

103729B

[Potion\(easy version\)](#) · [Tutorial](#)Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1018.**

103729K

[PTT](#) · [Tutorial](#)Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1019.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)Rating: — · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)**1020.**

100962B

[Black Sabbath](#) · [Tutorial](#)Rating: — · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

1021.

100962G

[Green Day](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1022.

100962K

[Korn](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1023.

100962H

[Hans Zimmer](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1024.

100962I

[Ivan Dorn](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1025.

100962C

[Mr. Credo](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1026.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1027.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1028.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1029.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[rqi's solution](#)

1030.

103371M

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

Rating: — · first AC: 2022-05-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

1031.

103081B

[Rule 110](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · last AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[rqi's solution](#)

1032.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[rqi's solution](#)

1033.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[rqi's solution](#)

1034.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[rqi's solution](#)

1035.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[rqi's solution](#)

1036.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[rqi's solution](#)

1037.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[rqi's solution](#)

1038.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[rqi's solution](#)

1039.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[rqi's solution](#)

1040.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[rqi's solution](#)

1041.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[rqi's solution](#)

1042.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1043.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1044.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1045.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1046.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1047.

101623K

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

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1048.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · Python 3 (first AC) · Tags: —

[rqi's solution](#)

1049.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1050.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1051.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1052.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1053.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1054.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1055.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1056.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1057.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1058.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1059.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1060.

103081K

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

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1061.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1062.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1063.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1064.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1065.

103443E

[Composition with Large Red Plane, Yellow, Black, Gray, and Blue](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1066.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1067.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1068.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1069.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1070.

103443D

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

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1071.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1072.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1073.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1074.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1075.

101630K

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

Rating: — · first AC: 2022-02-06 · last AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1076.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1077.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1078.

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1079.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1080.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1081.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1082.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1083.

101630A

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

Rating: — · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1084.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1085.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1086.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1087.

103428B

[Subset](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1088.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1089.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · last AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1090.

103428L

[shake hands](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1091.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1092.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1093.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1094.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1095.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1096.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1097.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1098.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1099.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1100.

103447F

[Master Spark](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · last AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1101.

103447K

[Wonder Egg Priority](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1102.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1103.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1104.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1105.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1106.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1107.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1108.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1109.

103447B

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

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1110.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1111.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1112.

103483B

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

Rating: — · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1113.

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1114.

103483J

[Yurik and Woodwork Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1115.

103483C

[How Many Strings Are Less](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1116.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1117.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1118.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1119.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1120.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1121.

103483F

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

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1122.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1123.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1124.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1125.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1126.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1127.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1128.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1129.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1130.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1131.

103185M

[May I Add a Letter?](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · last AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1132.

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1133.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1134.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1135.

103185B

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

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1136.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1137.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1138.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1139.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1140.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1141.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1142.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1143.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1144.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[rqi's solution](#)

1145.

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1146.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · last AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1147.

101242J

[Spin Doctor](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · last AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1148.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · last AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1149.

101471H

[Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1150.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1151.

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1152.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1153.

101242M

[What Really Happened on Mars? · Tutorial](#)

Rating: — · first AC: 2021-09-20 · last AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1154.

101471B

[Get a Clue! · Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1155.

101471L

[Visual Python++ · Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1156.

101471G

[Replicate Replicate Rfplicbte · Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1157.

101471A

[Airport Construction · Tutorial](#)

Rating: — · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqi's solution](#)

1158.

101471D

[Money for Nothing · Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1159.

101471I

[Secret Chamber at Mount Rushmore · Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1160.

101471E

[Need for Speed · Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1161.

101242F

[Longest Rivers · Tutorial](#)

Rating: — · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1162.

101242A

[Balanced Diet · Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1163.

101242G

[Oil · Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqj's solution](#)

1164.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqj's solution](#)

1165.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqj's solution](#)

1166.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqj's solution](#)

1167.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqj's solution](#)

1168.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqj's solution](#)

1169.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[rqj's solution](#)

1170.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[rqj's solution](#)

1171.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[rqj's solution](#)

1172.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[rqj's solution](#)

1173.

103109J

[Luigi's Mansion](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqj's solution](#)

1174.

102824L

[Building Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · last AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqj's solution](#)

1175.

102824J

[Tanya's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqj's solution](#)

1176.

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[rqj's solution](#)

1177.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1178.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1179.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1180.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1181.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1182.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1183.

1356D2

[Quantum Classification - 2](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1184.

1356D1

[Quantum Classification - 1](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[rqj's solution](#)

1185.

1356B2

[Decrement](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1186.

1356B1

[Increment](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1187.

1356C

[Prepare state |01'é + |10'é + |11'é](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1188.

1356A5

[Distinguish Z from -Z](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1189.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1190.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1191.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1192.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: *special

[rqi's solution](#)

1193.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[rqi's solution](#)

1194.

1331C

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

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[rqi's solution](#)

1195.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[rqi's solution](#)

1196.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[rqi's solution](#)

1197.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1198.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1199.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1200.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1201.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1202.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1203.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1204.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1205.

102433C

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

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1206.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1207.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1208.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1209.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqi's solution](#)

1210.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[rqi's solution](#)

1211.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[rqi's solution](#)

1212.

101498I

[Rock Piles](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-08 · GNU C++11 (first AC) · Tags: —

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