

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

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### Unique solved — rqlwc

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

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

Filters: none

Count: 369

1.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,848 global accepts · Rating: 800 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[rqlwc's solution](#)

2.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[rqlwc's solution](#)

3.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory

[rqlwc's solution](#)

4.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[rqlwc's solution](#)

5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,841 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

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6.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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7.

2151A

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

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[rqlwc's solution](#)

8.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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9.

2124A

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

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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10.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**11.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: math  
[rqlwc's solution](#)

**12.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[rqlwc's solution](#)

**13.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[rqlwc's solution](#)

**14.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,378 global accepts · Rating: 800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[rqlwc's solution](#)

**15.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
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**16.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math  
[rqlwc's solution](#)

**17.**

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math  
[rqlwc's solution](#)

**18.**

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[rqlwc's solution](#)

**19.**

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
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**20.**

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**21.**

2038N

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Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**22.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[rqlwc's solution](#)

**23.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[rqlwc's solution](#)

**24.**

2003B

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

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[rqlwc's solution](#)

**25.**

2003A

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

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[rqlwc's solution](#)

**26.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**27.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**28.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**29.**

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[rqlwc's solution](#)

**30.**

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[rqlwc's solution](#)

**31.**

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[rqlwc's solution](#)

**32.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
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**33.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search  
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**34.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
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**35.**

1982A

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Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings  
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**36.**

1992B

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**37.**

1992A

[Only Pluses](#) · [Tutorial](#)

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**38.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
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**39.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[rqlwc's solution](#)

**40.**

1987A

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Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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**41.**

1979A

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Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
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- 42.**  
1977A  
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Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math  
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- 43.**  
1972A  
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Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, two pointers  
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- 44.**  
1942A  
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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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- 45.**  
1941A  
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Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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- 46.**  
1921B  
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Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[rqlwc's solution](#)
- 47.**  
1921A  
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Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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- 48.**  
1919B  
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Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
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- 49.**  
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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- 50.**  
2157B  
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Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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- 51.**  
2136B  
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Quality: 20,938 global accepts · Rating: 900 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[rqlwc's solution](#)
- 52.**  
2007B  
[Index and Maximum Value](#) · [Tutorial](#)  
Quality: 25,609 global accepts · Rating: 900 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
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- 53.**  
1806B  
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Quality: 19,742 global accepts · Rating: 900 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[rqlwc's solution](#)
- 54.**  
670A  
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Quality: 18,635 global accepts · Rating: 900 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
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- 55.**  
1990A  
[Submission Bait](#) · [Tutorial](#)  
Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings  
[rqlwc's solution](#)
- 56.**  
1988B  
[Make Majority](#) · [Tutorial](#)  
Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[rqlwc's solution](#)
- 57.**  
1988A  
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Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math  
[rqlwc's solution](#)
- 58.**  
1992C  
[Gorilla and Permutation](#) · [Tutorial](#)  
Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[rqlwc's solution](#)
- 59.**  
1972B  
[Coin Games](#) · [Tutorial](#)  
Quality: 25,385 global accepts · Rating: 900 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: games  
[rqlwc's solution](#)
- 60.**  
1941C  
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Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[rqlwc's solution](#)
- 61.**  
1921C  
[Sending Messages](#) · [Tutorial](#)  
Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[rqlwc's solution](#)
- 62.**  
2194B  
[Offshores](#) · [Tutorial](#)  
Quality: 18,438 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
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- 63.**  
2164B  
[Even Modulo Pair](#) · [Tutorial](#)  
Quality: 18,269 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[rqlwc's solution](#)

**64.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[rqlwc's solution](#)

**65.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[rqlwc's solution](#)

**66.**

2057B

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

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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**67.**

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[rqlwc's solution](#)

**68.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, sortings

[rqlwc's solution](#)

**69.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[rqlwc's solution](#)

**70.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[rqlwc's solution](#)

**71.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[rqlwc's solution](#)

**72.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[rqlwc's solution](#)

**73.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

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- 74.**  
2111C  
[Equal Values](#) · [Tutorial](#)  
Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers  
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- 75.**  
2111B  
[Fibonacci Cubes](#) · [Tutorial](#)  
Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math  
[rqlwc's solution](#)
- 76.**  
2061B  
[Kevin and Geometry](#) · [Tutorial](#)  
Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[rqlwc's solution](#)
- 77.**  
1991B  
[AND Reconstruction](#) · [Tutorial](#)  
Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[rqlwc's solution](#)
- 78.**  
1213B  
[Bad Prices](#) · [Tutorial](#)  
Quality: 31,561 global accepts · Rating: 1100 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[rqlwc's solution](#)
- 79.**  
1994B  
[Fun Game](#) · [Tutorial](#)  
Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[rqlwc's solution](#)
- 80.**  
1976B  
[Increase/Decrease/Copy](#) · [Tutorial](#)  
Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[rqlwc's solution](#)
- 81.**  
1984B  
[Large Addition](#) · [Tutorial](#)  
Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[rqlwc's solution](#)
- 82.**  
1932B  
[Chaya Calendar](#) · [Tutorial](#)  
Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[rqlwc's solution](#)
- 83.**  
1977B  
[Binary Colouring](#) · [Tutorial](#)  
Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[rqlwc's solution](#)

**84.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[rqlwc's solution](#)

**85.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[rqlwc's solution](#)

**86.**

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[rqlwc's solution](#)

**87.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[rqlwc's solution](#)

**88.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[rqlwc's solution](#)

**89.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory  
[rqlwc's solution](#)

**90.**

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math  
[rqlwc's solution](#)

**91.**

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[rqlwc's solution](#)

**92.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[rqlwc's solution](#)

**93.**

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[rqlwc's solution](#)

**94.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[rqlwc's solution](#)

**95.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[rqlwc's solution](#)

**96.**

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[rqlwc's solution](#)

**97.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[rqlwc's solution](#)

**98.**

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[rqlwc's solution](#)

**99.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[rqlwc's solution](#)

**100.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rqlwc's solution](#)

**101.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[rqlwc's solution](#)

**102.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[rqlwc's solution](#)

**103.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[rqlwc's solution](#)

**104.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[rqlwc's solution](#)

**105.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[rqlwc's solution](#)

**106.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[rqlwc's solution](#)

**107.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[rqlwc's solution](#)

**108.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rqlwc's solution](#)

**109.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[rqlwc's solution](#)

**110.**

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[rqlwc's solution](#)

**111.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[rqlwc's solution](#)

**112.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[rqlwc's solution](#)

**113.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[rqlwc's solution](#)

**114.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[rqlwc's solution](#)

**115.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[rqlwc's solution](#)

**116.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[rqlwc's solution](#)

**117.**

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[rqlwc's solution](#)

**118.**

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[rqlwc's solution](#)

**119.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[rqlwc's solution](#)

**120.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[rqlwc's solution](#)

**121.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[rqlwc's solution](#)

**122.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[rqlwc's solution](#)

**123.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[rqlwc's solution](#)

**124.**

2111D

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

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[rqlwc's solution](#)

**125.**

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[rqlwc's solution](#)

**126.**

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[rqlwc's solution](#)

**127.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[rqlwc's solution](#)

**128.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[rqlwc's solution](#)

**129.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[rqlwc's solution](#)

**130.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[rqlwc's solution](#)

**131.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[rqlwc's solution](#)

**132.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[rqlwc's solution](#)

**133.**

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[rqlwc's solution](#)

**134.**

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[rqlwc's solution](#)

**135.**

1972C

[Permutation Counting · Tutorial](#)

Rating: 1400 · first AC: 2024-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[rqlwc's solution](#)

**136.**

1919C

[Grouping Increases · Tutorial](#)

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[rqlwc's solution](#)

**137.**

2078C

[Breach of Faith · Tutorial](#)

Rating: 1500 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[rqlwc's solution](#)

**138.**

2067C

[Devyatkino · Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[rqlwc's solution](#)

**139.**

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[rqlwc's solution](#)

**140.**

743C

[Vladik and fractions · Tutorial](#)

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[rqlwc's solution](#)

**141.**

2007C

[Dora and C++ · Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[rqlwc's solution](#)

**142.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[rqlwc's solution](#)

**143.**

2194D

[Table Cut · Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rqlwc's solution](#)

**144.**

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[rqlwc's solution](#)

**145.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[rqlwc's solution](#)

**146.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[rqlwc's solution](#)

**147.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers

[rqlwc's solution](#)

**148.**

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[rqlwc's solution](#)

**149.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[rqlwc's solution](#)

**150.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqlwc's solution](#)

**151.**

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[rqlwc's solution](#)

**152.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[rqlwc's solution](#)

**153.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[rqlwc's solution](#)

**154.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[rqlwc's solution](#)

**155.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · last AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers  
[rqlwc's solution](#)

**156.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[rqlwc's solution](#)

**157.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[rqlwc's solution](#)

**158.**

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[rqlwc's solution](#)

**159.**

2152D

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

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[rqlwc's solution](#)

**160.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics  
[rqlwc's solution](#)

**161.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[rqlwc's solution](#)

**162.**

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory  
[rqlwc's solution](#)

**163.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[rqlwc's solution](#)

**164.**

2124D

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

Quality: 8,103 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[rqlwc's solution](#)

**165.**

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[rqlwc's solution](#)

**166.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[rqlwc's solution](#)

**167.**

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[rqlwc's solution](#)

**168.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[rqlwc's solution](#)

**169.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[rqlwc's solution](#)

**170.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[rqlwc's solution](#)

**171.**

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,809 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[rqlwc's solution](#)

**172.**

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, flows, math

[rqlwc's solution](#)

**173.**

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs, greedy, trees

[rqlwc's solution](#)

**174.**

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[rqlwc's solution](#)

**175.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[rqlwc's solution](#)

**176.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[rqlwc's solution](#)

**177.**

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[rqlwc's solution](#)

**178.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[rqlwc's solution](#)

**179.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[rqlwc's solution](#)

**180.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, math, probabilities

[rqlwc's solution](#)

**181.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[rqlwc's solution](#)

**182.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[rqlwc's solution](#)

**183.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[rqlwc's solution](#)

**184.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[rqlwc's solution](#)

**185.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[rqlwc's solution](#)

**186.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[rqlwc's solution](#)

**187.**

2038G

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

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[rqlwc's solution](#)

**188.**

2009G1

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

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[rqlwc's solution](#)

**189.**

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings, trees

[rqlwc's solution](#)

**190.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[rqlwc's solution](#)

**191.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings

[rqlwc's solution](#)

**192.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[rqlwc's solution](#)

**193.**

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[rqlwc's solution](#)

**194.**

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[rqlwc's solution](#)

**195.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy  
[rqlwc's solution](#)

**196.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation  
[rqlwc's solution](#)

**197.**

314C

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

Quality: 2,005 global accepts · Rating: 2000 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[rqlwc's solution](#)

**198.**

2136E

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

Rating: 2000 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[rqlwc's solution](#)

**199.**

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings  
[rqlwc's solution](#)

**200.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees  
[rqlwc's solution](#)

**201.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp  
[rqlwc's solution](#)

**202.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers  
[rqlwc's solution](#)

**203.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math  
[rqlwc's solution](#)

**204.**

2151E

[Limited Edition Shop](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy  
[rqlwc's solution](#)

**205.**

2136F1

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

Rating: 2100 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[rqlwc's solution](#)

**206.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[rqlwc's solution](#)

**207.**

960D

[Full Binary Tree Queries · Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, trees

[rqlwc's solution](#)

**208.**

1938J

[There and Back Again · Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**209.**

1163D

[Mysterious Code · Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rqlwc's solution](#)

**210.**

1913D

[Array Collapse · Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-07-14 · last AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[rqlwc's solution](#)

**211.**

1906J

[Count BFS Graph · Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[rqlwc's solution](#)

**212.**

1525E

[Assimilation IV · Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[rqlwc's solution](#)

**213.**

1811G1

[Vlad and the Nice Paths \(easy version\) · Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[rqlwc's solution](#)

**214.**

992D

[Nastya and a Game · Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2024-05-08 · last AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[rqlwc's solution](#)

**215.**

1948E

[Clique Partition · Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[rqlwc's solution](#)

## 216.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rqlwc's solution](#)

## 217.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[rqlwc's solution](#)

## 218.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[rqlwc's solution](#)

## 219.

178F2

[Representative Sampling](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, strings

[rqlwc's solution](#)

## 220.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[rqlwc's solution](#)

## 221.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rqlwc's solution](#)

## 222.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[rqlwc's solution](#)

## 223.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[rqlwc's solution](#)

## 224.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[rqlwc's solution](#)

**225.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[rqlwc's solution](#)

**226.**

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[rqlwc's solution](#)

**227.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[rqlwc's solution](#)

**228.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[rqlwc's solution](#)

**229.**

1015F

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

Quality: 1,478 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rqlwc's solution](#)

**230.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[rqlwc's solution](#)

**231.**

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2024-01-17 · last AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[rqlwc's solution](#)

**232.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[rqlwc's solution](#)

**233.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[rqlwc's solution](#)

**234.**

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[rqlwc's solution](#)

**235.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2024-09-30 · C++17 (GCC 7-32) (first AC) · Tags: strings

[rqlwc's solution](#)

**236.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[rqlwc's solution](#)

**237.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[rqlwc's solution](#)

**238.**

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2024-08-24 · last AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[rqlwc's solution](#)

**239.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[rqlwc's solution](#)

**240.**

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[rqlwc's solution](#)

**241.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2024-03-08 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[rqlwc's solution](#)

**242.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[rqlwc's solution](#)

**243.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[rqlwc's solution](#)

**244.**

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar,

flows, graph matchings, graphs

[rqlwc's solution](#)

**245.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[rqlwc's solution](#)

**246.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[rqlwc's solution](#)

**247.**

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[rqlwc's solution](#)

**248.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[rqlwc's solution](#)

**249.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-09-02 · last AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[rqlwc's solution](#)

**250.**

178F3

[Representative Sampling](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 2500 · first AC: 2024-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[rqlwc's solution](#)

**251.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[rqlwc's solution](#)

**252.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[rqlwc's solution](#)

**253.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[rqlwc's solution](#)

**254.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics,

dfs and similar, dp, math, trees

[rqlwc's solution](#)

**255.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[rqlwc's solution](#)

**256.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[rqlwc's solution](#)

**257.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[rqlwc's solution](#)

**258.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[rqlwc's solution](#)

**259.**

2151G1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math

[rqlwc's solution](#)

**260.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[rqlwc's solution](#)

**261.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[rqlwc's solution](#)

**262.**

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[rqlwc's solution](#)

**263.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[rqlwc's solution](#)

**264.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[rqlwc's solution](#)

**265.**

2151F

[Attraction Theory](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[rqlwc's solution](#)

**266.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, hashing, string suffix structures

[rqlwc's solution](#)

**267.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing

[rqlwc's solution](#)

**268.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[rqlwc's solution](#)

**269.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[rqlwc's solution](#)

**270.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[rqlwc's solution](#)

**271.**

2151G2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[rqlwc's solution](#)

**272.**

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[rqlwc's solution](#)

**273.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[rqlwc's solution](#)

**274.**

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[rqlwc's solution](#)

**275.**

1279F

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

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[rqlwc's solution](#)

**276.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[rqlwc's solution](#)

**277.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[rqlwc's solution](#)

**278.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[rqlwc's solution](#)

**279.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[rqlwc's solution](#)

**280.**

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[rqlwc's solution](#)

**281.**

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[rqlwc's solution](#)

**282.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[rqlwc's solution](#)

**283.**

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[rqlwc's solution](#)

**284.**

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[rqlwc's solution](#)

**285.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[rqlwc's solution](#)

**286.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-09-12 · last AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[rqlwc's solution](#)

**287.**

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[rqlwc's solution](#)

**288.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2025-02-24 · last AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[rqlwc's solution](#)

**289.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-11-11 · last AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[rqlwc's solution](#)

**290.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[rqlwc's solution](#)

**291.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2024-01-07 · last AC: 2024-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[rqlwc's solution](#)

**292.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-07 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[rqlwc's solution](#)

**293.**

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[rqlwc's solution](#)

**294.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3200 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[rqlwc's solution](#)

**295.**

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2025-10-10 · last AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, number theory

[rqlwc's solution](#)

**296.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[rqlwc's solution](#)

**297.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: matrices, trees

[rqlwc's solution](#)

**298.**

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2025-10-10 · last AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[rqlwc's solution](#)

**299.**

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[rqlwc's solution](#)

**300.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[rqlwc's solution](#)

**301.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[rqlwc's solution](#)

**302.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-05-19 · last AC: 2024-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[rqlwc's solution](#)

**303.**

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[rqlwc's solution](#)

**304.**

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[rqlwc's solution](#)

**305.**

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[rqlwc's solution](#)

**306.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[rqlwc's solution](#)

**307.**

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[rqlwc's solution](#)

**308.**

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[rqlwc's solution](#)

**309.**

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle

[rqlwc's solution](#)

**310.**

1916G

[Optimizations From Chelsu](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory, trees

[rqlwc's solution](#)

**311.**

106262K

[Toxic Culinary](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[rqlwc's solution](#)

**312.**

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[rqlwc's solution](#)

**313.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, communication, interactive, math

[rqlwc's solution](#)

**314.**

105615G

[N5S&M~—b](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[rqlwc's solution](#)

**315.**

105615E

[n8bš0bK](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[rqlwc's solution](#)

**316.**

105615D

[•ÜNtrng•ESUy QHPZ•ÜN\\*ÿ](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[rqlwc's solution](#)

**317.**

105615B

[NŠáŸ—b](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[rqlwc's solution](#)

**318.**

105615A

[BCPC 2024 · Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[rqlwc's solution](#)

**319.**

105901J

[Dictionary · Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**320.**

105257L

[Chess · Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**321.**

105257B

[Expression Matrix · Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**322.**

105257C

[Seats · Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[rqlwc's solution](#)

**323.**

105257G

[Disappearing Number · Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**324.**

105257M

[Window Decoration · Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**325.**

105257A

[chmod · Tutorial](#)

Rating: — · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**326.**

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-04 · last AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**327.**

105986H

[g Top](#) · [ACE](#)

Rating: — · first AC: 2025-07-02 · last AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**328.**

105986L

[FIN](#) · [Nac](#) · [b](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**329.**

105986J

[f](#) · [v](#) · [t](#) · [e](#) · [s](#) · [u](#) · [~](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**330.**

105986K

[Capoo's stack](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**331.**

105986A

[e](#) · [R](#) · [i](#) · [o](#) · [A](#) · [M](#) · [g](#) · [e](#) · [R](#) · [A](#) · [M](#) · [e](#) · [R](#) · [g](#)

Rating: — · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**332.**

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**333.**

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**334.**

105949K

[Point Divide and Conquer](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**335.**

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**336.**

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**337.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, games, interactive

[rqlwc's solution](#)

**338.**

2095A

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

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, string suffix structures

[rqlwc's solution](#)

**339.**

105586I

[P. r. l. w. c.](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**340.**

105586F

[P. r. l. w. c.](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**341.**

105586E

[P. r. l. w. c.](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**342.**

105586N

[P. r. l. w. c.](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**343.**

105586A

[P. r. l. w. c.](#)

Rating: — · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**344.**

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**345.**

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · last AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**346.**

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**347.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[rqlwc's solution](#)

**348.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**349.**

105487K

[Xiao Kai's Dream of Provincial Scholarship](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**350.**

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**351.**

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**352.**

105487D

[Excellent Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**353.**

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**354.**

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**355.**

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**356.**

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**357.**

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**358.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**359.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**360.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**361.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**362.**

105481B

[König](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**363.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[rqlwc's solution](#)

**364.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, math, number theory  
[rqlwc's solution](#)

**365.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2024-07-17 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[rqlwc's solution](#)

**366.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, brute force, implementation  
[rqlwc's solution](#)

**367.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, expression parsing, strings  
[rqlwc's solution](#)

**368.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[rqlwc's solution](#)

**369.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[rqlwc's solution](#)