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# Unique solved — shevlopmes

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1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[shevlopmes's solution](#)

**99.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[shevlopmes's solution](#)

**100.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[shevlopmes's solution](#)

**101.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[shevlopmes's solution](#)

**102.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[shevlopmes's solution](#)

**103.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[shevlopmes's solution](#)

**104.**

1770A

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

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[shevlopmes's solution](#)

**105.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[shevlopmes's solution](#)

**106.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[shevlopmes's solution](#)

**107.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[shevlopmes's solution](#)

**108.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[shevlopmes's solution](#)

**109.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory  
[shevlopmes's solution](#)

**110.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[shevlopmes's solution](#)

**111.**

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry  
[shevlopmes's solution](#)

**112.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings  
[shevlopmes's solution](#)

**113.**

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers  
[shevlopmes's solution](#)

**114.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[shevlopmes's solution](#)

**115.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings  
[shevlopmes's solution](#)

**116.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[shevlopmes's solution](#)

**117.**

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[shevlopmes's solution](#)

**118.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-26 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[shevlopmes's solution](#)

**119.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[shevlopmes's solution](#)

**120.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[shevlopmes's solution](#)

**121.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[shevlopmes's solution](#)

**122.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation  
[shevlopmes's solution](#)

**123.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[shevlopmes's solution](#)

**124.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[shevlopmes's solution](#)

**125.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[shevlopmes's solution](#)

**126.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[shevlopmes's solution](#)

**127.**

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities  
[shevlopmes's solution](#)

**128.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings  
[shevlopmes's solution](#)

**129.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[shevlopmes's solution](#)

**130.**

2141B

[Games](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, greedy  
[shevlopmes's solution](#)

**131.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[shevlopmes's solution](#)

**132.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy  
[shevlopmes's solution](#)

**133.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings  
[shevlopmes's solution](#)

**134.**

2046A

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

Quality: 16,816 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[shevlopmes's solution](#)

**135.**

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[shevlopmes's solution](#)

**136.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[shevlopmes's solution](#)

**137.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[shevlopmes's solution](#)

**138.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[shevlopmes's solution](#)

**139.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[shevlopmes's solution](#)

**140.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[shevlopmes's solution](#)

**141.**

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[shevlopmes's solution](#)

**142.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[shevlopmes's solution](#)

**143.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[shevlopmes's solution](#)

**144.**

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[shevlopmes's solution](#)

**145.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[shevlopmes's solution](#)

**146.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[shevlopmes's solution](#)

**147.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[shevlopmes's solution](#)

**148.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[shevlopmes's solution](#)

**149.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[shevlopmes's solution](#)

**150.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[shevlopmes's solution](#)

**151.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[shevlopmes's solution](#)

**152.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[shevlopmes's solution](#)

**153.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[shevlopmes's solution](#)

**154.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[shevlopmes's solution](#)

**155.**

2187A

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

Quality: 15,879 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[shevlopmes's solution](#)

**156.**

2023A

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

Quality: 16,572 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[shevlopmes's solution](#)

**157.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[shevlopmes's solution](#)

**158.**

1988C

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

Quality: 20,297 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[shevlopmes's solution](#)

**159.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[shevlopmes's solution](#)

**160.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[shevlopmes's solution](#)

**161.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[shevlopmes's solution](#)

**162.**

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

[shevlopmes's solution](#)

**163.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[shevlopmes's solution](#)

**164.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[shevlopmes's solution](#)

**165.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[shevlopmes's solution](#)

**166.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[shevlopmes's solution](#)

**167.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[shevlopmes's solution](#)

**168.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[shevlopmes's solution](#)

**169.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[shevlopmes's solution](#)

**170.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[shevlopmes's solution](#)

**171.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[shevlopmes's solution](#)

**172.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[shevlopmes's solution](#)

**173.**

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

[shevlopmes's solution](#)

**174.**

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[shevlopmes's solution](#)

**175.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[shevlopmes's solution](#)

**176.**

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[shevlopmes's solution](#)

**177.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[shevlopmes's solution](#)

**178.**

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[shevlopmes's solution](#)

**179.**

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[shevlopmes's solution](#)

**180.**

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings

[shevlopmes's solution](#)

**181.**

1986D

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

Quality: 17,964 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers

[shevlopmes's solution](#)

**182.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[shevlopmes's solution](#)

**183.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[shevlopmes's solution](#)

**184.**

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[shevlopmes's solution](#)

**185.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[shevlopmes's solution](#)

**186.**

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[shevlopmes's solution](#)

**187.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[shevlopmes's solution](#)

**188.**

1919C

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

Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[shevlopmes's solution](#)

**189.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[shevlopmes's solution](#)

**190.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[shevlopmes's solution](#)

**191.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[shevlopmes's solution](#)

**192.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[shevlopmes's solution](#)

**193.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[shevlopmes's solution](#)

**194.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[shevlopmes's solution](#)

**195.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[shevlopmes's solution](#)

**196.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[shevlopmes's solution](#)

**197.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[shevlopmes's solution](#)

**198.**

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

[shevlopmes's solution](#)

**199.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[shevlopmes's solution](#)

**200.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[shevlopmes's solution](#)

**201.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[shevlopmes's solution](#)

**202.**

2084D

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

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[shevlopmes's solution](#)

**203.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[shevlopmes's solution](#)

**204.**

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

[shevlopmes's solution](#)

**205.**

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

[shevlopmes's solution](#)

**206.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[shevlopmes's solution](#)

**207.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[shevlopmes's solution](#)

**208.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[shevlopmes's solution](#)

**209.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[shevlopmes's solution](#)

**210.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[shevlopmes's solution](#)

**211.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[shevlopmes's solution](#)

**212.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[shevlopmes's solution](#)

**213.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[shevlopmes's solution](#)

**214.**

2159A

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

Quality: 8,138 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[shevlopmes's solution](#)

**215.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[shevlopmes's solution](#)

**216.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,686 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[shevlopmes's solution](#)

**217.**

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[shevlopmes's solution](#)

**218.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[shevlopmes's solution](#)

**219.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[shevlopmes's solution](#)

**220.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[shevlopmes's solution](#)

**221.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[shevlopmes's solution](#)

**222.**

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[shevlopmes's solution](#)

**223.**

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[shevlopmes's solution](#)

**224.**

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[shevlopmes's solution](#)

**225.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,761 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[shevlopmes's solution](#)

**226.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[shevlopmes's solution](#)

**227.**

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[shevlopmes's solution](#)

**228.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[shevlopmes's solution](#)

**229.**

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[shevlopmes's solution](#)

**230.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,661 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[shevlopmes's solution](#)

**231.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[shevlopmes's solution](#)

**232.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[shevlopmes's solution](#)

**233.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[shevlopmes's solution](#)

**234.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[shevlopmes's solution](#)

**235.**

1836C

[k-th equality](#) · [Tutorial](#)

Quality: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[shevlopmes's solution](#)

**236.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[shevlopmes's solution](#)

**237.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[shevlopmes's solution](#)

**238.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[shevlopmes's solution](#)

**239.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,290 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[shevlopmes's solution](#)

**240.**

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

[shevlopmes's solution](#)

**241.**

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, math

[shevlopmes's solution](#)

**242.**

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, brute force

[shevlopmes's solution](#)

**243.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[shevlopmes's solution](#)

**244.**

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[shevlopmes's solution](#)

**245.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[shevlopmes's solution](#)

**246.**

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[shevlopmes's solution](#)

**247.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[shevlopmes's solution](#)

**248.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[shevlopmes's solution](#)

**249.**

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[shevlopmes's solution](#)

**250.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[shevlopmes's solution](#)

**251.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[shevlopmes's solution](#)

**252.**

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[shevlopmes's solution](#)

**253.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[shevlopmes's solution](#)

**254.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[shevlopmes's solution](#)

**255.**

1930D1

[Sum over all Substrings \(Easy Version\) · Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[shevlopmes's solution](#)

**256.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[shevlopmes's solution](#)

**257.**

1851F

[Lisa and the Martians · Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[shevlopmes's solution](#)

**258.**

1848C

[Vika and Price Tags · Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[shevlopmes's solution](#)

**259.**

1843F1

[Omsk Metro \(simple version\) · Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[shevlopmes's solution](#)

**260.**

1841C

[Ranom Numbers · Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[shevlopmes's solution](#)

**261.**

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[shevlopmes's solution](#)

**262.**

2138B

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

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[shevlopmes's solution](#)

**263.**

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[shevlopmes's solution](#)

**264.**

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

[shevlopmes's solution](#)

**265.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[shevlopmes's solution](#)

**266.**

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[shevlopmes's solution](#)

**267.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[shevlopmes's solution](#)

**268.**

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[shevlopmes's solution](#)

**269.**

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[shevlopmes's solution](#)

**270.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,414 global accepts · Rating: 1900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[shevlopmes's solution](#)

**271.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[shevlopmes's solution](#)

**272.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-26 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[shevlopmes's solution](#)

**273.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[shevlopmes's solution](#)

**274.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[shevlopmes's solution](#)

**275.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1900 · first AC: 2024-02-06 · last AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[shevlopmes's solution](#)

**276.**

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[shevlopmes's solution](#)

**277.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[shevlopmes's solution](#)

**278.**

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[shevlopmes's solution](#)

**279.**

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[shevlopmes's solution](#)

**280.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[shevlopmes's solution](#)

**281.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[shevlopmes's solution](#)

**282.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[shevlopmes's solution](#)

**283.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[shevlopmes's solution](#)

**284.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees  
[shevlopmes's solution](#)

**285.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees  
[shevlopmes's solution](#)

**286.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[shevlopmes's solution](#)

**287.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[shevlopmes's solution](#)

**288.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
[shevlopmes's solution](#)

**289.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers  
[shevlopmes's solution](#)

**290.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[shevlopmes's solution](#)

**291.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[shevlopmes's solution](#)

**292.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math  
[shevlopmes's solution](#)

**293.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[shevlopmes's solution](#)

**294.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu,

greedy, implementation, two pointers

[shevlopmes's solution](#)

**295.**

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, dp, greedy

[shevlopmes's solution](#)

**296.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[shevlopmes's solution](#)

**297.**

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[shevlopmes's solution](#)

**298.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[shevlopmes's solution](#)

**299.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[shevlopmes's solution](#)

**300.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[shevlopmes's solution](#)

**301.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[shevlopmes's solution](#)

**302.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[shevlopmes's solution](#)

**303.**

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[shevlopmes's solution](#)

**304.**

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation,

math

[shevlopmes's solution](#)

**305.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[shevlopmes's solution](#)

**306.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[shevlopmes's solution](#)

**307.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[shevlopmes's solution](#)

**308.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[shevlopmes's solution](#)

**309.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[shevlopmes's solution](#)

**310.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,373 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[shevlopmes's solution](#)

**311.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[shevlopmes's solution](#)

**312.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[shevlopmes's solution](#)

**313.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[shevlopmes's solution](#)

**314.**

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing  
[shevlopmes's solution](#)

**315.**

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games  
[shevlopmes's solution](#)

**316.**

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  
[shevlopmes's solution](#)

**317.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory  
[shevlopmes's solution](#)

**318.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers  
[shevlopmes's solution](#)

**319.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees  
[shevlopmes's solution](#)

**320.**

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**321.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings  
[shevlopmes's solution](#)

**322.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees  
[shevlopmes's solution](#)

**323.**

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[shevlopmes's solution](#)

**324.**

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[shevlopmes's solution](#)

**325.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[shevlopmes's solution](#)

**326.**

1267F

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

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[shevlopmes's solution](#)

**327.**

1267I

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

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[shevlopmes's solution](#)

**328.**

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[shevlopmes's solution](#)

**329.**

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · last AC: 2025-09-15 · Kotlin 1.9 (first AC) · Tags: \*special, dfs and similar, dsu, graphs

[shevlopmes's solution](#)

**330.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[shevlopmes's solution](#)

**331.**

106403D

[Power Up](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-23 · PyPy 3-64 (first AC) · Tags: —

[shevlopmes's solution](#)

**332.**

106410C

[Repetition](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-23 · PyPy 3 (first AC) · Tags: —

[shevlopmes's solution](#)

**333.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-15 · PyPy 3-64 (first AC) · Tags: —

[shevlopmes's solution](#)

**334.**

106289I

[Mofusigil's String Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**335.**

106356B

[Easy Composite](#) · [Tutorial](#)

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

**336.**

1049493

[Table Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-09 · PyPy 3-64 (first AC) · Tags: —  
[shevlopmes's solution](#)

**337.**

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**338.**

106353H

[Hasty Haul](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**339.**

106353B

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

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**340.**

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**341.**

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**342.**

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**343.**

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · PyPy 3-64 (first AC) · Tags: —  
[shevlopmes's solution](#)

**344.**

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**345.**

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**346.**

106353L

[Last Christmas](#) · Tutorial

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[shevlopmes's solution](#)

**347.**

106353F

[Fair Share](#) · Tutorial

Rating: — · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[shevlopmes's solution](#)

**348.**

105562I

[It's a Kind of Magic](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**349.**

105562B

[Binary Search](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**350.**

105562C

[Connect Five](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**351.**

105562M

[Mouse Trap](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**352.**

105562H

[Hash Collision](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**353.**

105562K

[Kruidnoten](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**354.**

105562F

[Flowing Fountain](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**355.**

105562L

[Limited Library](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**356.**

105562J

[Jib Job](#) · Tutorial

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[shevlopmes's solution](#)

**357.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**358.**

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**359.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**360.**

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**361.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**362.**

104871I

[Interactive Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**363.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**364.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**365.**

104871G

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

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**366.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**367.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**368.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**369.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**370.**

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**371.**

103102I

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

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**372.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**373.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**374.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**375.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**376.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**377.**

101669L

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

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**378.**

101669E

[Looping Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**379.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**380.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**381.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**382.**

101669F

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

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**383.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**384.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**385.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**386.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**387.**

105112H

[Higher Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**388.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**389.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**390.**

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**391.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**392.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**393.**

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, greedy  
[shevlopmes's solution](#)

**394.**

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[shevlopmes's solution](#)

**395.**

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, interactive  
[shevlopmes's solution](#)

**396.**

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, greedy  
[shevlopmes's solution](#)

**397.**

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special  
[shevlopmes's solution](#)

**398.**

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special  
[shevlopmes's solution](#)

**399.**

2088F

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: \*special, interactive  
[shevlopmes's solution](#)

**400.**

2088E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: \*special, implementation  
[shevlopmes's solution](#)

**401.**

2088D

[Counting Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: \*special  
[shevlopmes's solution](#)

**402.**

2088C

[Farmer John's Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.9 (first AC) · Tags: \*special  
[shevlopmes's solution](#)

**403.**

2088B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · last AC: 2025-04-06 · Kotlin 1.7 (first AC) · Tags: \*special, combinatorics, constructive algorithms, strings  
[shevlopmes's solution](#)

**404.**

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Kotlin 1.7 (first AC) · Tags: \*special, math  
[shevlopmes's solution](#)

**405.**

100198H

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**406.**

100198C

[Strange Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**407.**

100198I

[Two Cylinders](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**408.**

100198E

[Strong Defence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**409.**

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**410.**

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**411.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**412.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**413.**

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: —  
[shevlopmes's solution](#)

**414.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**415.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**416.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[shevlopmes's solution](#)

**417.**

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**418.**

105492K

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

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**419.**

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**420.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**421.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**422.**

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**423.**

105492A

[``Aaawww...`` or ``Aaayyy!!!`` · Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**424.**

105492E

[Extraterrestrial Exploration · Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**425.**

105492G

[Grocery Greed · Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**426.**

105492J

[Jumbled Scoreboards · Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**427.**

105442B

[Cowproximation · Tutorial](#)

Rating: — · first AC: 2024-10-25 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**428.**

105442L

[Watchdogs · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**429.**

105442I

[P||k Cutting · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**430.**

105442J

[Rabid Rabbit · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**431.**

105442D

[Fishception · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**432.**

105442H

[Ornithology · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**433.**

105442G

[Pray Mink · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**434.**

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**435.**

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**436.**

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[shevlopmes's solution](#)

**437.**

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**438.**

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**439.**

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**440.**

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**441.**

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**442.**

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**443.**

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[shevlopmes's solution](#)

**444.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, implementation  
[shevlopmes's solution](#)

**445.**

1812J

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

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[shevlopmes's solution](#)

**446.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[shevlopmes's solution](#)

**447.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[shevlopmes's solution](#)

**448.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, strings

[shevlopmes's solution](#)

**449.**

1024792

[A@C@C@D'HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevlopmes's solution](#)

**450.**

1024791

[B U@C@äAD\\$L C²C 4D 0D\\$>C](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevlopmes's solution](#)

**451.**

1029366

[B18Drj@](#)

Rating: — · first AC: 2022-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[shevlopmes's solution](#)