

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

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# Unique solved — skip2004

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

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

Filters: none

Count: 975

1.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,698 global accepts · Rating: 800 · first AC: 2019-09-09 · last AC: 2025-01-07 · Python 2 (first AC) · Tags: brute force, math  
[skip2004's solution](#)

2.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[skip2004's solution](#)

3.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[skip2004's solution](#)

4.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,725 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: math  
[skip2004's solution](#)

5.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,788 global accepts · Rating: 800 · first AC: 2024-02-19 · Python 3 (first AC) · Tags: bitmasks, implementation  
[skip2004's solution](#)

6.

1899A

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

Quality: 92,711 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[skip2004's solution](#)

7.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,216 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[skip2004's solution](#)

8.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,644 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[skip2004's solution](#)

9.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[skip2004's solution](#)

10.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,643 global accepts · Rating: 800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[skip2004's solution](#)

**11.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[skip2004's solution](#)

**12.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,493 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[skip2004's solution](#)

**13.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,101 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers  
[skip2004's solution](#)

**14.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,307 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[skip2004's solution](#)

**15.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[skip2004's solution](#)

**16.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory  
[skip2004's solution](#)

**17.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[skip2004's solution](#)

**18.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,173 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[skip2004's solution](#)

**19.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[skip2004's solution](#)

**20.**

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[skip2004's solution](#)

**21.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[skip2004's solution](#)

**22.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,044 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings  
[skip2004's solution](#)

**23.**

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[skip2004's solution](#)

**24.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[skip2004's solution](#)

**25.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[skip2004's solution](#)

**26.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory  
[skip2004's solution](#)

**27.**

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[skip2004's solution](#)

**28.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[skip2004's solution](#)

**29.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[skip2004's solution](#)

**30.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[skip2004's solution](#)

**31.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[skip2004's solution](#)

**32.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,952 global accepts · Rating: 800 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[skip2004's solution](#)

**33.**

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[skip2004's solution](#)

**34.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · last AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[skip2004's solution](#)

**35.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[skip2004's solution](#)

**36.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: implementation, math  
[skip2004's solution](#)

**37.**

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy  
[skip2004's solution](#)

**38.**

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[skip2004's solution](#)

**39.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math  
[skip2004's solution](#)

**40.**

2013B

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

Quality: 28,241 global accepts · Rating: 900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[skip2004's solution](#)

**41.**

1696B

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

Quality: 36,311 global accepts · Rating: 900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[skip2004's solution](#)

**42.**

1326B

[Maximums](#) · [Tutorial](#)

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

[skip2004's solution](#)

**43.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[skip2004's solution](#)

**44.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[skip2004's solution](#)

**45.**

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[skip2004's solution](#)

**46.**

1876A

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

Quality: 34,910 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[skip2004's solution](#)

**47.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[skip2004's solution](#)

**48.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[skip2004's solution](#)

**49.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,170 global accepts · Rating: 1000 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[skip2004's solution](#)

**50.**

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory, sortings

[skip2004's solution](#)

**51.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[skip2004's solution](#)

**52.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[skip2004's solution](#)

**53.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[skip2004's solution](#)

**54.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[skip2004's solution](#)

**55.**

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[skip2004's solution](#)

**56.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[skip2004's solution](#)

**57.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,105 global accepts · Rating: 1000 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: brute force, math

[skip2004's solution](#)

**58.**

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[skip2004's solution](#)

**59.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,857 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[skip2004's solution](#)

**60.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,346 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[skip2004's solution](#)

**61.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,721 global accepts · Rating: 1100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[skip2004's solution](#)

**62.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[skip2004's solution](#)

**63.**

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[skip2004's solution](#)

**64.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
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**65.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[skip2004's solution](#)

**66.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,092 global accepts · Rating: 1200 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[skip2004's solution](#)

**67.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[skip2004's solution](#)

**68.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[skip2004's solution](#)

**69.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers  
[skip2004's solution](#)

**70.**

1153B

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

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[skip2004's solution](#)

**71.**

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[skip2004's solution](#)

**72.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[skip2004's solution](#)

**73.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[skip2004's solution](#)

**74.**

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[skip2004's solution](#)

**75.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers  
[skip2004's solution](#)

**76.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[skip2004's solution](#)

**77.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[skip2004's solution](#)

**78.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[skip2004's solution](#)

**79.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: implementation, math  
[skip2004's solution](#)

**80.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[skip2004's solution](#)

**81.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings  
[skip2004's solution](#)

**82.**

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[skip2004's solution](#)

**83.**

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games  
[skip2004's solution](#)

**84.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,314 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[skip2004's solution](#)

**85.**

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[skip2004's solution](#)

**86.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[skip2004's solution](#)

**87.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[skip2004's solution](#)

**88.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings  
[skip2004's solution](#)

**89.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,657 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings  
[skip2004's solution](#)

**90.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[skip2004's solution](#)

**91.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings  
[skip2004's solution](#)

**92.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings  
[skip2004's solution](#)

**93.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,551 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[skip2004's solution](#)

**94.**

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[skip2004's solution](#)

**95.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[skip2004's solution](#)

**96.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings  
[skip2004's solution](#)

**97.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[skip2004's solution](#)

**98.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation  
[skip2004's solution](#)

**99.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[skip2004's solution](#)

**100.**

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[skip2004's solution](#)

**101.**

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[skip2004's solution](#)

**102.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: implementation  
[skip2004's solution](#)

**103.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,615 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math  
[skip2004's solution](#)

**104.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**105.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, two pointers

[skip2004's solution](#)

**106.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[skip2004's solution](#)

**107.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[skip2004's solution](#)

**108.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[skip2004's solution](#)

**109.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[skip2004's solution](#)

**110.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[skip2004's solution](#)

**111.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[skip2004's solution](#)

**112.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[skip2004's solution](#)

**113.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-30 · last AC: 2019-10-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[skip2004's solution](#)

**114.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[skip2004's solution](#)

**115.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[skip2004's solution](#)

**116.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[skip2004's solution](#)

**117.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[skip2004's solution](#)

**118.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[skip2004's solution](#)

**119.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[skip2004's solution](#)

**120.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[skip2004's solution](#)

**121.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[skip2004's solution](#)

**122.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[skip2004's solution](#)

**123.**

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[skip2004's solution](#)

**124.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[skip2004's solution](#)

**125.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[skip2004's solution](#)

**126.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[skip2004's solution](#)

**127.**

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: greedy, strings  
[skip2004's solution](#)

**128.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-04 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[skip2004's solution](#)

**129.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math  
[skip2004's solution](#)

**130.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games  
[skip2004's solution](#)

**131.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs  
[skip2004's solution](#)

**132.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees  
[skip2004's solution](#)

**133.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings  
[skip2004's solution](#)

**134.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[skip2004's solution](#)

**135.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[skip2004's solution](#)

**136.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[skip2004's solution](#)

**137.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math  
[skip2004's solution](#)

**138.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy  
[skip2004's solution](#)

**139.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings  
[skip2004's solution](#)

**140.**

1338B

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

Quality: 9,522 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees  
[skip2004's solution](#)

**141.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[skip2004's solution](#)

**142.**

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[skip2004's solution](#)

**143.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[skip2004's solution](#)

**144.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[skip2004's solution](#)

**145.**

2013D

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

Quality: 7,469 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[skip2004's solution](#)

**146.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[skip2004's solution](#)

**147.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**148.**

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings  
[skip2004's solution](#)

**149.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[skip2004's solution](#)

**150.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[skip2004's solution](#)

**151.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[skip2004's solution](#)

**152.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[skip2004's solution](#)

**153.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees  
[skip2004's solution](#)

**154.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings  
[skip2004's solution](#)

**155.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[skip2004's solution](#)

**156.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[skip2004's solution](#)

**157.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[skip2004's solution](#)

**158.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[skip2004's solution](#)

**159.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[skip2004's solution](#)

**160.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[skip2004's solution](#)

**161.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[skip2004's solution](#)

**162.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[skip2004's solution](#)

**163.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[skip2004's solution](#)

**164.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[skip2004's solution](#)

**165.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[skip2004's solution](#)

**166.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[skip2004's solution](#)

**167.**

1770D

[Koxia and Game](#) · [Tutorial](#)

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

[skip2004's solution](#)

**168.**

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[skip2004's solution](#)

**169.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[skip2004's solution](#)

**170.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[skip2004's solution](#)

**171.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[skip2004's solution](#)

**172.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**173.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[skip2004's solution](#)

**174.**

1810E

[Monsters](#) · [Tutorial](#)

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

[skip2004's solution](#)

**175.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[skip2004's solution](#)

**176.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[skip2004's solution](#)

**177.**

1787E

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

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

[skip2004's solution](#)

**178.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[skip2004's solution](#)

**179.**

1159E

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

Rating: 2100 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math

[skip2004's solution](#)

**180.**

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[skip2004's solution](#)

**181.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[skip2004's solution](#)

**182.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[skip2004's solution](#)

**183.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[skip2004's solution](#)

**184.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[skip2004's solution](#)

**185.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**186.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[skip2004's solution](#)

**187.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[skip2004's solution](#)

**188.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[skip2004's solution](#)

**189.**

1194E

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[skip2004's solution](#)

**190.**

1338C

[Perfect Triples](#) · [Tutorial](#)

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

[skip2004's solution](#)

**191.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[skip2004's solution](#)

**192.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[skip2004's solution](#)

**193.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[skip2004's solution](#)

**194.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[skip2004's solution](#)

**195.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**196.**

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[skip2004's solution](#)

**197.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[skip2004's solution](#)

**198.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[skip2004's solution](#)

**199.**

1738E

[Balance Addicts](#) · [Tutorial](#)

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

[skip2004's solution](#)

**200.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[skip2004's solution](#)

**201.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[skip2004's solution](#)

**202.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, strings, trees

[skip2004's solution](#)

**203.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy

[skip2004's solution](#)

**204.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[skip2004's solution](#)

**205.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, dsu

[skip2004's solution](#)

**206.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[skip2004's solution](#)

**207.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[skip2004's solution](#)

**208.**

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[skip2004's solution](#)

**209.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[skip2004's solution](#)

**210.**

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[skip2004's solution](#)

**211.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[skip2004's solution](#)

**212.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[skip2004's solution](#)

**213.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[skip2004's solution](#)

**214.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**215.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**216.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing,

math, number theory, sortings

[skip2004's solution](#)

**217.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[skip2004's solution](#)

**218.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[skip2004's solution](#)

**219.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

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

[skip2004's solution](#)

**220.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[skip2004's solution](#)

**221.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[skip2004's solution](#)

**222.**

1738F

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

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

[skip2004's solution](#)

**223.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[skip2004's solution](#)

**224.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[skip2004's solution](#)

**225.**

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[skip2004's solution](#)

**226.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees  
[skip2004's solution](#)

**227.**

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: number theory  
[skip2004's solution](#)

**228.**

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: number theory  
[skip2004's solution](#)

**229.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees, two pointers  
[skip2004's solution](#)

**230.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths  
[skip2004's solution](#)

**231.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation  
[skip2004's solution](#)

**232.**

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings  
[skip2004's solution](#)

**233.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[skip2004's solution](#)

**234.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[skip2004's solution](#)

**235.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: hashing, trees  
[skip2004's solution](#)

**236.**

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[skip2004's solution](#)

**237.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings  
[skip2004's solution](#)

**238.**

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[skip2004's solution](#)

**239.**

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees  
[skip2004's solution](#)

**240.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: math  
[skip2004's solution](#)

**241.**

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths  
[skip2004's solution](#)

**242.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp  
[skip2004's solution](#)

**243.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[skip2004's solution](#)

**244.**

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[skip2004's solution](#)

**245.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing  
[skip2004's solution](#)

**246.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[skip2004's solution](#)

**247.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[skip2004's solution](#)

**248.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[skip2004's solution](#)

**249.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[skip2004's solution](#)

**250.**

1326E

[Bombs](#) · [Tutorial](#)

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

[skip2004's solution](#)

**251.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[skip2004's solution](#)

**252.**

1080E

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

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: strings

[skip2004's solution](#)

**253.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-28 · last AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[skip2004's solution](#)

**254.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[skip2004's solution](#)

**255.**

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[skip2004's solution](#)

**256.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[skip2004's solution](#)

**257.**

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[skip2004's solution](#)

**258.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[skip2004's solution](#)

**259.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[skip2004's solution](#)

**260.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[skip2004's solution](#)

**261.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[skip2004's solution](#)

**262.**

1787F

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

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

[skip2004's solution](#)

**263.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[skip2004's solution](#)

**264.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[skip2004's solution](#)

**265.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[skip2004's solution](#)

**266.**

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[skip2004's solution](#)

**267.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[skip2004's solution](#)

**268.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[skip2004's solution](#)

**269.**

501E

[Misha and Palindrome Degree](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation

[skip2004's solution](#)

**270.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[skip2004's solution](#)

**271.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[skip2004's solution](#)

**272.**

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[skip2004's solution](#)

**273.**

1239B

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

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[skip2004's solution](#)

**274.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[skip2004's solution](#)

**275.**

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[skip2004's solution](#)

**276.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math

[skip2004's solution](#)

**277.**

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: trees

[skip2004's solution](#)

**278.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: games

[skip2004's solution](#)

**279.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math  
[skip2004's solution](#)

**280.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[skip2004's solution](#)

**281.**

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[skip2004's solution](#)

**282.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[skip2004's solution](#)

**283.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees  
[skip2004's solution](#)

**284.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings  
[skip2004's solution](#)

**285.**

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[skip2004's solution](#)

**286.**

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[skip2004's solution](#)

**287.**

1175F

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

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math  
[skip2004's solution](#)

**288.**

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[skip2004's solution](#)

**289.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation  
[skip2004's solution](#)

**290.**

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[skip2004's solution](#)

**291.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities  
[skip2004's solution](#)

**292.**

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings  
[skip2004's solution](#)

**293.**

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math  
[skip2004's solution](#)

**294.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[skip2004's solution](#)

**295.**

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory  
[skip2004's solution](#)

**296.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers  
[skip2004's solution](#)

**297.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[skip2004's solution](#)

**298.**

1575E

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

Quality: 395 global accepts · Rating: 2600 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[skip2004's solution](#)

**299.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[skip2004's solution](#)

**300.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings  
[skip2004's solution](#)

**301.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees  
[skip2004's solution](#)

**302.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: math, strings  
[skip2004's solution](#)

**303.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs  
[skip2004's solution](#)

**304.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees  
[skip2004's solution](#)

**305.**

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: matrices  
[skip2004's solution](#)

**306.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings  
[skip2004's solution](#)

**307.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees  
[skip2004's solution](#)

**308.**

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[skip2004's solution](#)

**309.**

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: \*special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees  
[skip2004's solution](#)

**310.**

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures  
[skip2004's solution](#)

**311.**

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[skip2004's solution](#)

**312.**

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[skip2004's solution](#)

**313.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory  
[skip2004's solution](#)

**314.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[skip2004's solution](#)

**315.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings  
[skip2004's solution](#)

**316.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[skip2004's solution](#)

**317.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics  
[skip2004's solution](#)

**318.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[skip2004's solution](#)

**319.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[skip2004's solution](#)

**320.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures  
[skip2004's solution](#)

**321.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[skip2004's solution](#)

**322.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[skip2004's solution](#)

**323.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2020-05-15 · last AC: 2020-05-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[skip2004's solution](#)

**324.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2020-05-07 · last AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing  
[skip2004's solution](#)

**325.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[skip2004's solution](#)

**326.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings  
[skip2004's solution](#)

**327.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[skip2004's solution](#)

**328.**

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees  
[skip2004's solution](#)

**329.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths  
[skip2004's solution](#)

**330.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows  
[skip2004's solution](#)

**331.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2020-04-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[skip2004's solution](#)

**332.**

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2020-04-18 · last AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[skip2004's solution](#)

**333.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory  
[skip2004's solution](#)

**334.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer  
[skip2004's solution](#)

**335.**

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[skip2004's solution](#)

**336.**

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation  
[skip2004's solution](#)

**337.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[skip2004's solution](#)

**338.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees  
[skip2004's solution](#)

**339.**

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[skip2004's solution](#)

**340.**

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[skip2004's solution](#)

**341.**

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2019-04-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities  
[skip2004's solution](#)

**342.**

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math  
[skip2004's solution](#)

**343.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees  
[skip2004's solution](#)

**344.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing  
[skip2004's solution](#)

**345.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-07-21 · last AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers  
[skip2004's solution](#)

**346.**

1856E2

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

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees  
[skip2004's solution](#)

**347.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory  
[skip2004's solution](#)

**348.**

1782F

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

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[skip2004's solution](#)

**349.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings  
[skip2004's solution](#)

**350.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers  
[skip2004's solution](#)

**351.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[skip2004's solution](#)

**352.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[skip2004's solution](#)

**353.**

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

[skip2004's solution](#)

**354.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[skip2004's solution](#)

**355.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[skip2004's solution](#)

**356.**

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[skip2004's solution](#)

**357.**

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: probabilities, shortest paths

[skip2004's solution](#)

**358.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[skip2004's solution](#)

**359.**

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs

[skip2004's solution](#)

**360.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[skip2004's solution](#)

**361.**

472F

[Design Tutorial: Change the Goal](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2700 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, matrices  
[skip2004's solution](#)

**362.**

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory  
[skip2004's solution](#)

**363.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities  
[skip2004's solution](#)

**364.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, trees  
[skip2004's solution](#)

**365.**

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory  
[skip2004's solution](#)

**366.**

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[skip2004's solution](#)

**367.**

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[skip2004's solution](#)

**368.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[skip2004's solution](#)

**369.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings  
[skip2004's solution](#)

**370.**

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[skip2004's solution](#)

**371.**

1202F

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

Quality: 542 global accepts · Rating: 2700 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math  
[skip2004's solution](#)

**372.**

1194G

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

Quality: 331 global accepts · Rating: 2700 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[skip2004's solution](#)

**373.**

1338D

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

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

[skip2004's solution](#)

**374.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[skip2004's solution](#)

**375.**

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[skip2004's solution](#)

**376.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[skip2004's solution](#)

**377.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[skip2004's solution](#)

**378.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[skip2004's solution](#)

**379.**

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, hashing, implementation

[skip2004's solution](#)

**380.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[skip2004's solution](#)

**381.**

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[skip2004's solution](#)

**382.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[skip2004's solution](#)

**383.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[skip2004's solution](#)

**384.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[skip2004's solution](#)

**385.**

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[skip2004's solution](#)

**386.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**387.**

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**388.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[skip2004's solution](#)

**389.**

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[skip2004's solution](#)

**390.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[skip2004's solution](#)

**391.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[skip2004's solution](#)

**392.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[skip2004's solution](#)

**393.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[skip2004's solution](#)

**394.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu

[skip2004's solution](#)

**395.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[skip2004's solution](#)

**396.**

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[skip2004's solution](#)

**397.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[skip2004's solution](#)

**398.**

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[skip2004's solution](#)

**399.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[skip2004's solution](#)

**400.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[skip2004's solution](#)

**401.**

1746F

[Kazaae](#) · [Tutorial](#)

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

[skip2004's solution](#)

**402.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[skip2004's solution](#)

**403.**

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[skip2004's solution](#)

**404.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Quality: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[skip2004's solution](#)

**405.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[skip2004's solution](#)

**406.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[skip2004's solution](#)

**407.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities

[skip2004's solution](#)

**408.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[skip2004's solution](#)

**409.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2020-06-23 · last AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[skip2004's solution](#)

**410.**

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, probabilities

[skip2004's solution](#)

**411.**

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, trees

[skip2004's solution](#)

**412.**

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs

[skip2004's solution](#)

**413.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[skip2004's solution](#)

**414.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[skip2004's solution](#)

**415.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[skip2004's solution](#)

**416.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[skip2004's solution](#)

**417.**

796F

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

Quality: 204 global accepts · Rating: 2800 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, greedy

[skip2004's solution](#)

**418.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[skip2004's solution](#)

**419.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[skip2004's solution](#)

**420.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[skip2004's solution](#)

**421.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, trees

[skip2004's solution](#)

**422.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[skip2004's solution](#)

**423.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[skip2004's solution](#)

**424.**

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs

[skip2004's solution](#)

**425.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-02-05 · GNU C++11 (first AC) · Tags: data structures

[skip2004's solution](#)

**426.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[skip2004's solution](#)

**427.**

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[skip2004's solution](#)

**428.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[skip2004's solution](#)

**429.**

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[skip2004's solution](#)

**430.**

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[skip2004's solution](#)

**431.**

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[skip2004's solution](#)

**432.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2020-03-13 · last AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[skip2004's solution](#)

**433.**

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: \*broken, data structures, greedy, schedules, shortest paths

[skip2004's solution](#)

**434.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[skip2004's solution](#)

**435.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and

conquer

[skip2004's solution](#)

**436.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: flows

[skip2004's solution](#)

**437.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[skip2004's solution](#)

**438.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[skip2004's solution](#)

**439.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[skip2004's solution](#)

**440.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[skip2004's solution](#)

**441.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory

[skip2004's solution](#)

**442.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[skip2004's solution](#)

**443.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: flows

[skip2004's solution](#)

**444.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[skip2004's solution](#)

**445.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[skip2004's solution](#)

**446.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs  
[skip2004's solution](#)

**447.**

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees  
[skip2004's solution](#)

**448.**

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy  
[skip2004's solution](#)

**449.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[skip2004's solution](#)

**450.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, implementation  
[skip2004's solution](#)

**451.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities  
[skip2004's solution](#)

**452.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2020-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[skip2004's solution](#)

**453.**

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**454.**

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[skip2004's solution](#)

**455.**

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu  
[skip2004's solution](#)

**456.**

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees  
[skip2004's solution](#)

**457.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees  
[skip2004's solution](#)

**458.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[skip2004's solution](#)

**459.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[skip2004's solution](#)

**460.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[skip2004's solution](#)

**461.**

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs  
[skip2004's solution](#)

**462.**

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, greedy, math  
[skip2004's solution](#)

**463.**

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math  
[skip2004's solution](#)

**464.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**465.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[skip2004's solution](#)

**466.**

1218B

[Guarding warehouses](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry  
[skip2004's solution](#)

**467.**

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[skip2004's solution](#)

**468.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[skip2004's solution](#)

**469.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[skip2004's solution](#)

**470.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[skip2004's solution](#)

**471.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[skip2004's solution](#)

**472.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[skip2004's solution](#)

**473.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[skip2004's solution](#)

**474.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, expression parsing

[skip2004's solution](#)

**475.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[skip2004's solution](#)

**476.**

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[skip2004's solution](#)

**477.**

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[skip2004's solution](#)

**478.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: two pointers  
[skip2004's solution](#)

**479.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices  
[skip2004's solution](#)

**480.**

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, shortest paths, strings  
[skip2004's solution](#)

**481.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices  
[skip2004's solution](#)

**482.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees  
[skip2004's solution](#)

**483.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees  
[skip2004's solution](#)

**484.**

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: math  
[skip2004's solution](#)

**485.**

856F

[To Play or not to Play](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[skip2004's solution](#)

**486.**

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry  
[skip2004's solution](#)

**487.**

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths  
[skip2004's solution](#)

**488.**

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings  
[skip2004's solution](#)

**489.**

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[skip2004's solution](#)

**490.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-04-07 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

[skip2004's solution](#)

**491.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[skip2004's solution](#)

**492.**

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[skip2004's solution](#)

**493.**

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[skip2004's solution](#)

**494.**

1163F

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

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[skip2004's solution](#)

**495.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[skip2004's solution](#)

**496.**

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[skip2004's solution](#)

**497.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy

[skip2004's solution](#)

**498.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[skip2004's solution](#)

**499.**

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[skip2004's solution](#)

**500.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[skip2004's solution](#)

**501.**

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy

[skip2004's solution](#)

**502.**

1949H

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

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[skip2004's solution](#)

**503.**

528E

[Triangles 3000](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings

[skip2004's solution](#)

**504.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[skip2004's solution](#)

**505.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[skip2004's solution](#)

**506.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[skip2004's solution](#)

**507.**

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[skip2004's solution](#)

**508.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[skip2004's solution](#)

**509.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search

[skip2004's solution](#)

**510.**

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees  
[skip2004's solution](#)

**511.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[skip2004's solution](#)

**512.**

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings  
[skip2004's solution](#)

**513.**

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities  
[skip2004's solution](#)

**514.**

1210F1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities  
[skip2004's solution](#)

**515.**

379G

[New Year Cactus](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[skip2004's solution](#)

**516.**

388E

[Fox and Meteor Shower](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry  
[skip2004's solution](#)

**517.**

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[skip2004's solution](#)

**518.**

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**519.**

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle  
[skip2004's solution](#)

**520.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[skip2004's solution](#)

**521.**

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[skip2004's solution](#)

**522.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[skip2004's solution](#)

**523.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[skip2004's solution](#)

**524.**

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[skip2004's solution](#)

**525.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[skip2004's solution](#)

**526.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, probabilities

[skip2004's solution](#)

**527.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[skip2004's solution](#)

**528.**

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**529.**

1205E

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

Quality: 373 global accepts · Rating: 3100 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[skip2004's solution](#)

**530.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2020-04-19 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[skip2004's solution](#)

**531.**

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2020-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[skip2004's solution](#)

**532.**

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[skip2004's solution](#)

**533.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[skip2004's solution](#)

**534.**

780H

[Intranet of Buses](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, two pointers

[skip2004's solution](#)

**535.**

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[skip2004's solution](#)

**536.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[skip2004's solution](#)

**537.**

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[skip2004's solution](#)

**538.**

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[skip2004's solution](#)

**539.**

730F

[Ber Patio](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: 3100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**540.**

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[skip2004's solution](#)

**541.**

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry

[skip2004's solution](#)

**542.**

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
[skip2004's solution](#)

**543.**

1776K

[Uniform Chemistry](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[skip2004's solution](#)

**544.**

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees  
[skip2004's solution](#)

**545.**

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
[skip2004's solution](#)

**546.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, graphs, math, probabilities  
[skip2004's solution](#)

**547.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings  
[skip2004's solution](#)

**548.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy  
[skip2004's solution](#)

**549.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[skip2004's solution](#)

**550.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, trees  
[skip2004's solution](#)

**551.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: fft, math  
[skip2004's solution](#)

**552.**

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

trees

[skip2004's solution](#)

**553.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[skip2004's solution](#)

**554.**

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[skip2004's solution](#)

**555.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[skip2004's solution](#)

**556.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: games

[skip2004's solution](#)

**557.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[skip2004's solution](#)

**558.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[skip2004's solution](#)

**559.**

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[skip2004's solution](#)

**560.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[skip2004's solution](#)

**561.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[skip2004's solution](#)

**562.**

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2020-04-18 · last AC: 2020-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[skip2004's solution](#)

**563.**

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[skip2004's solution](#)

**564.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees  
[skip2004's solution](#)

**565.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, trees  
[skip2004's solution](#)

**566.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory  
[skip2004's solution](#)

**567.**

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[skip2004's solution](#)

**568.**

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs  
[skip2004's solution](#)

**569.**

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp  
[skip2004's solution](#)

**570.**

730K

[Roads Orientation Problem](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3200 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[skip2004's solution](#)

**571.**

1936F

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

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-11-01 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry  
[skip2004's solution](#)

**572.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings  
[skip2004's solution](#)

**573.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[skip2004's solution](#)

**574.**

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[skip2004's solution](#)

**575.**

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**576.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[skip2004's solution](#)

**577.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[skip2004's solution](#)

**578.**

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry

[skip2004's solution](#)

**579.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[skip2004's solution](#)

**580.**

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2020-06-30 · last AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[skip2004's solution](#)

**581.**

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[skip2004's solution](#)

**582.**

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3300 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[skip2004's solution](#)

**583.**

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[skip2004's solution](#)

**584.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory  
[skip2004's solution](#)

**585.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings  
[skip2004's solution](#)

**586.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[skip2004's solution](#)

**587.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[skip2004's solution](#)

**588.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees  
[skip2004's solution](#)

**589.**

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[skip2004's solution](#)

**590.**

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[skip2004's solution](#)

**591.**

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2020-05-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[skip2004's solution](#)

**592.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-04-23 · last AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing  
[skip2004's solution](#)

**593.**

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[skip2004's solution](#)

**594.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[skip2004's solution](#)

**595.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[skip2004's solution](#)

**596.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-28 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[skip2004's solution](#)

**597.**

1220G

[Geolocation](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[skip2004's solution](#)

**598.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · last AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[skip2004's solution](#)

**599.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory

[skip2004's solution](#)

**600.**

853E

[Lada Malina](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3400 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[skip2004's solution](#)

**601.**

1045F

[Shady Lady](#) · [Tutorial](#)

Quality: 114 global accepts · Rating: 3400 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[skip2004's solution](#)

**602.**

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2020-04-22 · last AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[skip2004's solution](#)

**603.**

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: number theory, probabilities

[skip2004's solution](#)

**604.**

786D

[Rap God](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, strings, trees

[skip2004's solution](#)

**605.**

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures  
[skip2004's solution](#)

**606.**

1938A

[Antiparticle Antiphysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**607.**

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2023-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry  
[skip2004's solution](#)

**608.**

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
[skip2004's solution](#)

**609.**

1776N

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

Quality: 102 global accepts · Rating: 3500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: math  
[skip2004's solution](#)

**610.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[skip2004's solution](#)

**611.**

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees  
[skip2004's solution](#)

**612.**

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees  
[skip2004's solution](#)

**613.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[skip2004's solution](#)

**614.**

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math, number theory  
[skip2004's solution](#)

**615.**

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees  
[skip2004's solution](#)

**616.**

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees  
[skip2004's solution](#)

**617.**

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2020-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings  
[skip2004's solution](#)

**618.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers  
[skip2004's solution](#)

**619.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[skip2004's solution](#)

**620.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[skip2004's solution](#)

**621.**

104633L

[Sweep Stakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[skip2004's solution](#)

**622.**

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[skip2004's solution](#)

**623.**

104633B

[The Cost of Speed Limits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[skip2004's solution](#)

**624.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[skip2004's solution](#)

**625.**

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[skip2004's solution](#)

**626.**

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**627.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · PyPy 3-64 (first AC) · Tags: —

[skip2004's solution](#)

**628.**

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**629.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**630.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**631.**

104633E

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

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**632.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**633.**

104847G

[Yandex Museum](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**634.**

104847I

[Minimax Limit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[skip2004's solution](#)

**635.**

104847B

[Post-capitalism](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · PyPy 3-64 (first AC) · Tags: —

[skip2004's solution](#)

**636.**

104847F

[Toll Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**637.**

104847H

[Rebellious Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**638.**

104847C

[Huawei Frequencies Selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**639.**

104847J

[You Are Given a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**640.**

104847D

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

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**641.**

104847E

[Raiffeisenbank Logistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**642.**

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**643.**

104847A

[Quantum Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**644.**

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · last AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special  
[skip2004's solution](#)

**645.**

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**646.**

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**647.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**648.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**649.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**650.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**651.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**652.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**653.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**654.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**655.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**656.**

104772D

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

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**657.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**658.**

101239B

[Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**659.**

101208G

[Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**660.**

101205H

[Room Service](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**661.**

101205A

[Asteroid Rangers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**662.**

101221F

[Messenger](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · last AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**663.**

104334F

[LaLa and Monster Hunting \(Part 2\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**664.**

104334D

[LaLa and Magic Stone](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**665.**

104334E

[LaLa and Monster Hunting \(Part 1\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**666.**

104334C

[LaLa and Lamp](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**667.**

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**668.**

104270K

[Airdrop](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**669.**

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**670.**

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**671.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**672.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**673.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**674.**

104270D

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

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**675.**

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**676.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**677.**

104270M

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

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**678.**

102431D

[Pulse Nova](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**679.**

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**680.**

102431H

[Mr. Panda and SAD](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**681.**

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**682.**

102431F

[Ferry](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**683.**

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**684.**

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**685.**

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**686.**

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**687.**

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**688.**

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**689.**

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**690.**

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[skip2004's solution](#)

**691.**

1812H

[Expected Twist](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, interactive

[skip2004's solution](#)

**692.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, number theory

[skip2004's solution](#)

**693.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[skip2004's solution](#)

**694.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation

[skip2004's solution](#)

**695.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, geometry, math

[skip2004's solution](#)

**696.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory

[skip2004's solution](#)

**697.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, expression parsing, strings

[skip2004's solution](#)

**698.**

103186I

[Tutorial](#)

Rating: — · first AC: 2023-03-24 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**699.**

103186D

[Zztrans v. Tsifsa qg](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**700.**

103186B

[A. V. Sarl n8b](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**701.**

103186F

[ž!Táv, P^ Nä](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**702.**

103186H

[ž!Táv, Alš~šv](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**703.**

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**704.**

103186K

[Alice and Bob-2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**705.**

103186E

[Zztrans v. Tipi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**706.**

103186G

[žítavja ĀPī](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**707.**

103186C

[A. Tipi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**708.**

103186A

[A. Tipi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**709.**

104160K

[Security at Museums](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**710.**

104022F

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

Rating: — · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**711.**

104022I

[The Answer!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**712.**

104022C

[Lucky Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**713.**

104022L

[Sheep Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**714.**

104022D

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**715.**

104022H

[Absolute Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**716.**

104022G

[Photograph](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**717.**

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**718.**

104022B

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**719.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**720.**

104022K

[Browser Games](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**721.**

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**722.**

104022M

[Tower of the Sorcerer](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**723.**

102900J

[Octasection](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**724.**

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**725.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**726.**

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**727.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**728.**

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**729.**

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**730.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**731.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**732.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**733.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**734.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**735.**

103446L

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

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**736.**

103446F

[Kaiji!](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**737.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**738.**

103446A

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

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**739.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**740.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**741.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**742.**

103446B

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

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**743.**

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**744.**

103446J

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

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**745.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**746.**

103446D

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

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**747.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**748.**

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**749.**

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**750.**

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · last AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**751.**

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**752.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**753.**

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**754.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**755.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**756.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**757.**

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**758.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**759.**

104023E

[Python Will be Faster than C++](#) · Tutorial

Rating: — · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**760.**

104160I

[Quartz Collection](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**761.**

104160G

[Meet in the Middle](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**762.**

104160H

[P-P-Palindrome](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**763.**

104160E

[Graph Completing](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**764.**

104160L

[Tavern Chess](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**765.**

104160F

[Half Mixed](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**766.**

104160A

[Absolute Difference](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**767.**

104160C

[Clamped Sequence](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**768.**

104160D

[DRX vs. T1](#) · Tutorial

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**769.**

104008B

[Code With No Forces](#) · Tutorial

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**770.**

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**771.**

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**772.**

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**773.**

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**774.**

104008J

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

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**775.**

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**776.**

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**777.**

104008C

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

Rating: — · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**778.**

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**779.**

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**780.**

104128L

[Proposition Composition](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**781.**

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**782.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**783.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**784.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**785.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**786.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**787.**

104128J

[Perfect Matching](#) · [Tutorial](#)

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[skip2004's solution](#)

**788.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**789.**

104128G

[Inscryption](#) · [Tutorial](#)

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**790.**

104128I

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

Rating: — · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**791.**

103627H

[Endless Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[skip2004's solution](#)

**792.**

103627L

[Curly Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**793.**

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

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**794.**

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**795.**

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**796.**

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**797.**

103470B

[Puzzle in Inazuma](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**798.**

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**799.**

103470F

[Paimon Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**800.**

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**801.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**802.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**803.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**804.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**805.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**806.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**807.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**808.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**809.**

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**810.**

104076I

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**811.**

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**812.**

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**813.**

104076D

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

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[skip2004's solution](#)

**814.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**815.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**816.**

104076L

[Tree Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**817.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**818.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**819.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**820.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**821.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**822.**

103860H

[Harie Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**823.**

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**824.**

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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**825.**

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**826.**

103860J

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Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[skip2004's solution](#)

**827.**

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**828.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**829.**

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**830.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**831.**

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**832.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**833.**

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**834.**

103861D

[Two Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**835.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**836.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**837.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[skip2004's solution](#)

**838.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**839.**

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**840.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[skip2004's solution](#)

**841.**

102586L

[Yosupo's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**842.**

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**843.**

101142H

[Hard Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**844.**

100851H

[Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**845.**

101173I

[Invisible Integers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**846.**

100299A

[Rubik's Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**847.**

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**848.**

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**849.**

100307D

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**850.**

100307E

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**851.**

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**852.**

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**853.**

102482G

[Panda Preserve](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**854.**

100531E

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**855.**

100553D

[Damage Assessment](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-13 · last AC: 2020-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**856.**

100543B

[Mountainous landscape](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**857.**

101471A

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

Rating: — · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**858.**

101630H

[Hack](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**859.**

101242I

[Road Times](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**860.**

101221H

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**861.**

101620E

[Embedding Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**862.**

102482C

[Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**863.**

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**864.**

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**865.**

101620C

[Cumulative Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**866.**

101190C

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

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**867.**

100307K

[Kabaleo Lite](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**868.**

100553H

[Hidden Maze](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**869.**

100851C

[Cactus Jubilee](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**870.**

100307C

[Cactus Automorphisms](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**871.**

101612D

[Dividing Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**872.**

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**873.**

101471H

[Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**874.**

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**875.**

101242F

[Longest Rivers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**876.**

101239G

[Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**877.**

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**878.**

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**879.**

101480G

[Greenhouse Growth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**880.**

101173D

[Dancing Disks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**881.**

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**882.**

100531C

[Combinator Expression](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**883.**

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**884.**

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**885.**

100307I

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

Rating: — · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**886.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**887.**

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**888.**

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**889.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**890.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**891.**

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**892.**

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**893.**

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**894.**

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**895.**

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**896.**

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**897.**

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**898.**

100553G

[Gomoku](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · PHP (first AC) · Tags: —  
[skip2004's solution](#)

**899.**

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**900.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**901.**

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**902.**

101173E

[Easy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**903.**

101480L

[Looping Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**904.**

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**905.**

100269C

[Correcting Curiosity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**906.**

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**907.**

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**908.**

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**909.**

101239K

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**910.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**911.**

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**912.**

101221A

[Baggage](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**913.**

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**914.**

101620D

[Donut Drone](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[skip2004's solution](#)

**915.**

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**916.**

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**917.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**918.**

101190L

[List of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**919.**

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**920.**

100269H

[Heavy Chain Clusterization](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**921.**

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**922.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**923.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**924.**

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**925.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**926.**

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**927.**

100543J

[Pork barrel](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**928.**

100543K

[The Imp](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**929.**

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**930.**

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**931.**

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**932.**

101190M

[Mole Tunnels](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**933.**

102511B

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

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**934.**

101471G

[Replicate Replicate Rpflichte](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[skip2004's solution](#)

**935.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**936.**

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**937.**

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**938.**

100269L

[Lonely Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**939.**

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**940.**

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**941.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
[skip2004's solution](#)

**942.**

101630K

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**962.**

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**966.**

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**972.**

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**973.**

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**974.**

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**975.**

101142E

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