

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

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# Unique solved — solver777

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

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Filters: none

Count: 375

- 1.**  
2207A  
[1-1](#) · [Tutorial](#)  
Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[solver777's solution](#)
- 2.**  
2205B  
[Simons and Cakes for Success](#) · [Tutorial](#)  
Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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- 3.**  
2205A  
[Simons and Making It Beautiful](#) · [Tutorial](#)  
Quality: 17,316 global accepts · Rating: 800 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[solver777's solution](#)
- 4.**  
2192A  
[String Rotation Game](#) · [Tutorial](#)  
Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
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- 5.**  
2180B  
[Ashmal](#) · [Tutorial](#)  
Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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- 6.**  
2180A  
[Carnival Wheel](#) · [Tutorial](#)  
Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
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- 7.**  
2176A  
[Operations with Inversions](#) · [Tutorial](#)  
Quality: 29,082 global accepts · Rating: 800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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- 8.**  
2158A  
[Suspension](#) · [Tutorial](#)  
Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[solver777's solution](#)
- 9.**  
1646B  
[Quality vs Quantity](#) · [Tutorial](#)  
Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers  
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**10.**

1646A

[Square Counting](#) · [Tutorial](#)

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**11.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

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**12.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**13.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**14.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**15.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,099 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings  
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**16.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**17.**

1491A

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**18.**

1492A

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Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**19.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
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**20.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

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**21.**

1415A

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**22.**

1285A

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

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**23.**

1257A

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

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**24.**

1243A

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**25.**

1223A

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**26.**

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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**27.**

1143A

[The Doors](#) · [Tutorial](#)

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**28.**

1136A

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[solver777's solution](#)

**29.**

1104A

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**30.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

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**31.**

1087A

[Right-Left Cipher](#) · [Tutorial](#)

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**32.**

1093A

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**33.**

1077A

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**34.**

1075A

[The King's Race](#) · [Tutorial](#)

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**35.**

1031A

[Golden Plate](#) · [Tutorial](#)

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**36.**

959A

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

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**37.**

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

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**38.**

946A

[Partition](#) · [Tutorial](#)

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**39.**

937A

[Olympiad](#) · [Tutorial](#)

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**40.**

884A

[Book Reading](#) · [Tutorial](#)

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**41.**

822A

[I'm bored with life](#) · [Tutorial](#)

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**42.**

1494A

[ABC String](#) · [Tutorial](#)

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- 43.**  
1467A  
[Wizard of Orz](#) · [Tutorial](#)  
Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
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- 44.**  
1380A  
[Three Indices](#) · [Tutorial](#)  
Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-13 · Java 8 (first AC) · Tags: brute force, data structures  
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- 45.**  
1326B  
[Maximums](#) · [Tutorial](#)  
Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-20 · Java 8 (first AC) · Tags: implementation, math  
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- 46.**  
1225A  
[Forgetting Things](#) · [Tutorial](#)  
Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: math  
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- 47.**  
1238A  
[Prime Subtraction](#) · [Tutorial](#)  
Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: math, number theory  
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- 48.**  
1138A  
[Sushi for Two](#) · [Tutorial](#)  
Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: binary search, greedy, implementation  
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- 49.**  
1110A  
[Parity](#) · [Tutorial](#)  
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- 50.**  
1095B  
[Array Stabilization](#) · [Tutorial](#)  
Quality: 24,341 global accepts · Rating: 900 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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- 51.**  
1093B  
[Letters Rearranging](#) · [Tutorial](#)  
Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
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- 52.**  
1032A  
[Kitchen Utensils](#) · [Tutorial](#)  
Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: —  
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- 53.**  
1055A  
[Metro](#) · [Tutorial](#)  
Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
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- 54.**  
948A  
[Protect Sheep](#) · [Tutorial](#)  
Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-10 · Java 8 (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
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- 55.**  
2192B  
[Flipping Binary String](#) · [Tutorial](#)  
Quality: 14,561 global accepts · Rating: 1000 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
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- 56.**  
2176B  
[Optimal Shifts](#) · [Tutorial](#)  
Quality: 22,911 global accepts · Rating: 1000 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, strings  
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- 57.**  
1485A  
[Add and Divide](#) · [Tutorial](#)  
Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
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- 58.**  
1476A  
[K-divisible Sum](#) · [Tutorial](#)  
Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
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- 59.**  
1450B  
[Balls of Steel](#) · [Tutorial](#)  
Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
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- 60.**  
1326A  
[Bad Ugly Numbers](#) · [Tutorial](#)  
Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-20 · Java 8 (first AC) · Tags: constructive algorithms, number theory  
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- 61.**  
1260A  
[Heating](#) · [Tutorial](#)  
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- 62.**  
1253A  
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- 63.**  
1257B  
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- 64.**  
1243B1  
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**65.**

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

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**66.**

1237A

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

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**67.**

1223B

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

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**68.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-17 · Java 8 (first AC) · Tags: greedy, implementation, math

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**69.**

1204A

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

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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**70.**

1153A

[Serval and Bus](#) · [Tutorial](#)

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**71.**

1136B

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

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-11 · Java 8 (first AC) · Tags: constructive algorithms, math

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**72.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

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**73.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-06 · Java 8 (first AC) · Tags: implementation, strings

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**74.**

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: brute force, implementation

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**75.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

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**76.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**77.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

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**78.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,424 global accepts · Rating: 1100 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

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**79.**

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,534 global accepts · Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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**80.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

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**81.**

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

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**82.**

1112A

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

Rating: 1100 · first AC: 2019-03-03 · Java 8 (first AC) · Tags: implementation

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**83.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-02-18 · Java 8 (first AC) · Tags: implementation, math

[solver777's solution](#)

**84.**

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-23 · Java 8 (first AC) · Tags: —

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**85.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2018-03-13 · Java 8 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

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**86.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-07 · Java 8 (first AC) · Tags: math, number theory

[solver777's solution](#)

**87.**

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-11-06 · Java 8 (first AC) · Tags: implementation

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**88.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[solver777's solution](#)

**89.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**90.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

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**91.**

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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**92.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**93.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[solver777's solution](#)

**94.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[solver777's solution](#)

**95.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[solver777's solution](#)

**96.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[solver777's solution](#)

**97.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[solver777's solution](#)

**98.**

1257C

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

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[solver777's solution](#)

**99.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[solver777's solution](#)

**100.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[solver777's solution](#)

**101.**

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: greedy, implementation

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**102.**

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,146 global accepts · Rating: 1200 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: —

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**103.**

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: implementation, math, number theory

[solver777's solution](#)

**104.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: greedy, strings

[solver777's solution](#)

**105.**

1075B

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

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-07 · Java 8 (first AC) · Tags: implementation, sortings

[solver777's solution](#)

**106.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · Java 8 (first AC) · Tags: implementation

[solver777's solution](#)

**107.**

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-05 · last AC: 2018-04-05 · Java 8 (first AC) · Tags: dsu, greedy, implementation

[solver777's solution](#)

**108.**

944A

[World Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[solver777's solution](#)

**109.**

828A

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

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · Java 8 (first AC) · Tags: implementation

[solver777's solution](#)

**110.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[solver777's solution](#)

**111.**

2201A1

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[solver777's solution](#)

**112.**

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[solver777's solution](#)

**113.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[solver777's solution](#)

**114.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[solver777's solution](#)

**115.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[solver777's solution](#)

**116.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[solver777's solution](#)

**117.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-20 · Java 8 (first AC) · Tags: combinatorics, greedy, math

[solver777's solution](#)

**118.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: dp, greedy, implementation

[solver777's solution](#)

**119.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: binary search, math  
[solver777's solution](#)

**120.**

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: implementation, two pointers  
[solver777's solution](#)

**121.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: data structures, sortings, two pointers  
[solver777's solution](#)

**122.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,915 global accepts · Rating: 1300 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[solver777's solution](#)

**123.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-10 · Java 8 (first AC) · Tags: binary search, math  
[solver777's solution](#)

**124.**

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[solver777's solution](#)

**125.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, flows, greedy, sortings  
[solver777's solution](#)

**126.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · Java 8 (first AC) · Tags: greedy  
[solver777's solution](#)

**127.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: greedy, implementation  
[solver777's solution](#)

**128.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: binary search, math  
[solver777's solution](#)

**129.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: dsu, implementation  
[solver777's solution](#)

**130.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation  
[solver777's solution](#)

**131.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · Java 8 (first AC) · Tags: implementation  
[solver777's solution](#)

**132.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-07 · Java 8 (first AC) · Tags: greedy, strings  
[solver777's solution](#)

**133.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-11 · Java 8 (first AC) · Tags: implementation  
[solver777's solution](#)

**134.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy  
[solver777's solution](#)

**135.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[solver777's solution](#)

**136.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
[solver777's solution](#)

**137.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[solver777's solution](#)

**138.**

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[solver777's solution](#)

**139.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[solver777's solution](#)

**140.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-13 · Java 8 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[solver777's solution](#)

**141.**

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · Java 8 (first AC) · Tags: greedy

[solver777's solution](#)

**142.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: brute force, math, number theory

[solver777's solution](#)

**143.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · Java 8 (first AC) · Tags: dp, greedy

[solver777's solution](#)

**144.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[solver777's solution](#)

**145.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[solver777's solution](#)

**146.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: greedy, implementation

[solver777's solution](#)

**147.**

1215B

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

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2019-09-17 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[solver777's solution](#)

**148.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[solver777's solution](#)

**149.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: greedy, sortings

[solver777's solution](#)

**150.**

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[solver777's solution](#)

**151.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: bitmasks, greedy

[solver777's solution](#)

**152.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math  
[solver777's solution](#)

**153.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · Java 8 (first AC) · Tags: brute force, implementation, math  
[solver777's solution](#)

**154.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-03-06 · Java 8 (first AC) · Tags: brute force, math, number theory  
[solver777's solution](#)

**155.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[solver777's solution](#)

**156.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math  
[solver777's solution](#)

**157.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings  
[solver777's solution](#)

**158.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[solver777's solution](#)

**159.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[solver777's solution](#)

**160.**

1490F

[Equalize the Array](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-17 · last AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[solver777's solution](#)

**161.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory  
[solver777's solution](#)

**162.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[solver777's solution](#)

**163.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-20 · Java 8 (first AC) · Tags: hashing, string suffix structures, strings

[solver777's solution](#)

**164.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[solver777's solution](#)

**165.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[solver777's solution](#)

**166.**

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: number theory

[solver777's solution](#)

**167.**

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-17 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[solver777's solution](#)

**168.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[solver777's solution](#)

**169.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-03-11 · Java 8 (first AC) · Tags: constructive algorithms, sortings

[solver777's solution](#)

**170.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · Java 8 (first AC) · Tags: constructive algorithms, math, number theory

[solver777's solution](#)

**171.**

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: combinatorics, dp, implementation

[solver777's solution](#)

**172.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: greedy, math, number theory

[solver777's solution](#)

**173.**

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · Java 8 (first AC) · Tags: data structures, greedy, sortings

[solver777's solution](#)

**174.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-05 · Java 8 (first AC) · Tags: constructive algorithms, trees

[solver777's solution](#)

**175.**

944C

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-06 · Java 8 (first AC) · Tags: dfs and similar, graphs, trees

[solver777's solution](#)

**176.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-11-06 · Java 8 (first AC) · Tags: dfs and similar, greedy, math

[solver777's solution](#)

**177.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[solver777's solution](#)

**178.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[solver777's solution](#)

**179.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[solver777's solution](#)

**180.**

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[solver777's solution](#)

**181.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[solver777's solution](#)

**182.**

1243B2

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

Quality: 7,307 global accepts · Rating: 1600 · first AC: 2019-11-07 · Java 8 (first AC) · Tags: strings

[solver777's solution](#)

**183.**

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · Java 8 (first AC) · Tags: bitmasks, brute force, math  
[solver777's solution](#)

**184.**

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: dp, greedy, math  
[solver777's solution](#)

**185.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-06 · Java 8 (first AC) · Tags: binary search, greedy  
[solver777's solution](#)

**186.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-10 · Java 8 (first AC) · Tags: greedy, math  
[solver777's solution](#)

**187.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[solver777's solution](#)

**188.**

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings  
[solver777's solution](#)

**189.**

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · Java 8 (first AC) · Tags: implementation  
[solver777's solution](#)

**190.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-28 · Java 8 (first AC) · Tags: implementation  
[solver777's solution](#)

**191.**

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · Java 8 (first AC) · Tags: implementation  
[solver777's solution](#)

**192.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: greedy, implementation, math  
[solver777's solution](#)

**193.**

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · Java 8 (first AC) · Tags: greedy  
[solver777's solution](#)

**194.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · Java 8 (first AC) · Tags: data structures, implementation

[solver777's solution](#)

**195.**

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[solver777's solution](#)

**196.**

2201A2

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

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[solver777's solution](#)

**197.**

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1700 · first AC: 2026-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[solver777's solution](#)

**198.**

1497E1

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

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[solver777's solution](#)

**199.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[solver777's solution](#)

**200.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[solver777's solution](#)

**201.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[solver777's solution](#)

**202.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[solver777's solution](#)

**203.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[solver777's solution](#)

**204.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-04 · Java 8 (first AC) · Tags: dfs and similar, graphs, shortest paths

[solver777's solution](#)

**205.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · Java 8 (first AC) · Tags: greedy, math, number theory

[solver777's solution](#)

**206.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation

[solver777's solution](#)

**207.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[solver777's solution](#)

**208.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · Java 8 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[solver777's solution](#)

**209.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-17 · Java 8 (first AC) · Tags: games, greedy, math

[solver777's solution](#)

**210.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-12 · Java 8 (first AC) · Tags: binary search, bitmasks, brute force

[solver777's solution](#)

**211.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2019-02-06 · Java 8 (first AC) · Tags: binary search, brute force, divide and conquer, math

[solver777's solution](#)

**212.**

1111B

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

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-06 · Java 8 (first AC) · Tags: brute force, implementation, math

[solver777's solution](#)

**213.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · Java 8 (first AC) · Tags: dfs and similar, graphs

[solver777's solution](#)

**214.**

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-18 · Java 8 (first AC) · Tags: constructive algorithms, dp

[solver777's solution](#)

**215.**

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-08 · Java 8 (first AC) · Tags: two pointers

[solver777's solution](#)

**216.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[solver777's solution](#)

**217.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-11 · Java 8 (first AC) · Tags: brute force, math, number theory

[solver777's solution](#)

**218.**

944B

[Laboratory Work](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-04 · Java 8 (first AC) · Tags: implementation

[solver777's solution](#)

**219.**

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[solver777's solution](#)

**220.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[solver777's solution](#)

**221.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[solver777's solution](#)

**222.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[solver777's solution](#)

**223.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[solver777's solution](#)

**224.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[solver777's solution](#)

**225.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-20 · Java 8 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[solver777's solution](#)

**226.**

1254B1

[Send Boxes to Alice \(Easy Version\) · Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · Java 8 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[solver777's solution](#)

**227.**

1225D

[Power Products · Tutorial](#)

Quality: 10,048 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[solver777's solution](#)

**228.**

1152C

[Neko does Maths · Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[solver777's solution](#)

**229.**

1119D

[Frets On Fire · Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: binary search, sortings

[solver777's solution](#)

**230.**

1136D

[Nastya Is Buying Lunch · Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · Java 8 (first AC) · Tags: greedy

[solver777's solution](#)

**231.**

1138B

[Circus · Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · Java 8 (first AC) · Tags: brute force, greedy, math, strings

[solver777's solution](#)

**232.**

1084D

[The Fair Nut and the Best Path · Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · Java 8 (first AC) · Tags: dp, trees

[solver777's solution](#)

**233.**

1062D

[Fun with Integers · Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-11-14 · Java 8 (first AC) · Tags: dfs and similar, graphs, implementation, math

[solver777's solution](#)

**234.**

1076D

[Edge Deletion · Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-11-14 · last AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[solver777's solution](#)

**235.**

2165B

[Marble Council · Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[solver777's solution](#)

**236.**

2180D

[Insolvable Disks · Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[solver777's solution](#)

**237.**

2180C

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

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[solver777's solution](#)

**238.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[solver777's solution](#)

**239.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[solver777's solution](#)

**240.**

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[solver777's solution](#)

**241.**

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[solver777's solution](#)

**242.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[solver777's solution](#)

**243.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[solver777's solution](#)

**244.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · last AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[solver777's solution](#)

**245.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[solver777's solution](#)

**246.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation

[solver777's solution](#)

**247.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[solver777's solution](#)

**248.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-10 · Java 8 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[solver777's solution](#)

**249.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-14 · Java 8 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[solver777's solution](#)

**250.**

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[solver777's solution](#)

**251.**

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[solver777's solution](#)

**252.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · Java 8 (first AC) · Tags: binary search, combinatorics, dp, strings

[solver777's solution](#)

**253.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-13 · Java 8 (first AC) · Tags: dfs and similar, dp, flows, hashing

[solver777's solution](#)

**254.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · Java 8 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[solver777's solution](#)

**255.**

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · Java 8 (first AC) · Tags: greedy, implementation, two pointers

[solver777's solution](#)

**256.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-19 · Java 8 (first AC) · Tags: binary search

[solver777's solution](#)

**257.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-19 · Java 8 (first AC) · Tags: dfs and similar, dp, trees

[solver777's solution](#)

**258.**

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · Java 8 (first AC) · Tags: math, number theory

[solver777's solution](#)

**259.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-06 · Java 8 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[solver777's solution](#)

**260.**

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[solver777's solution](#)

**261.**

949C

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

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-11 · Java 8 (first AC) · Tags: dfs and similar, graphs

[solver777's solution](#)

**262.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[solver777's solution](#)

**263.**

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[solver777's solution](#)

**264.**

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[solver777's solution](#)

**265.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[solver777's solution](#)

**266.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[solver777's solution](#)

**267.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[solver777's solution](#)

**268.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[solver777's solution](#)

**269.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-14 · Java 8 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[solver777's solution](#)

**270.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-14 · Java 8 (first AC) · Tags: data structures, dp, greedy

[solver777's solution](#)

**271.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[solver777's solution](#)

**272.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[solver777's solution](#)

**273.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: dp

[solver777's solution](#)

**274.**

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math

[solver777's solution](#)

**275.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[solver777's solution](#)

**276.**

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,574 global accepts · Rating: 2100 · first AC: 2026-03-04 · last AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[solver777's solution](#)

**277.**

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[solver777's solution](#)

**278.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp  
[solver777's solution](#)

**279.**

1499D

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

Quality: 7,043 global accepts · Rating: 2100 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[solver777's solution](#)

**280.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-09 · last AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers  
[solver777's solution](#)

**281.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs  
[solver777's solution](#)

**282.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[solver777's solution](#)

**283.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[solver777's solution](#)

**284.**

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[solver777's solution](#)

**285.**

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices  
[solver777's solution](#)

**286.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-05 · Java 8 (first AC) · Tags: data structures, implementation  
[solver777's solution](#)

**287.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[solver777's solution](#)

**288.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-13 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[solver777's solution](#)

**289.**

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees  
[solver777's solution](#)

**290.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2019-04-03 · last AC: 2019-04-03 · Java 8 (first AC) · Tags: dp, geometry  
[solver777's solution](#)

**291.**

1121F

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-04 · Java 8 (first AC) · Tags: strings  
[solver777's solution](#)

**292.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices  
[solver777's solution](#)

**293.**

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2018-11-19 · Java 8 (first AC) · Tags: dp, math  
[solver777's solution](#)

**294.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees  
[solver777's solution](#)

**295.**

2200G

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

Quality: 1,030 global accepts · Rating: 2200 · first AC: 2026-03-07 · last AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities  
[solver777's solution](#)

**296.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees  
[solver777's solution](#)

**297.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[solver777's solution](#)

**298.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[solver777's solution](#)

### 299.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[solver777's solution](#)

### 300.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[solver777's solution](#)

### 301.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[solver777's solution](#)

### 302.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: data structures, dp, greedy, sortings

[solver777's solution](#)

### 303.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-11-06 · last AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[solver777's solution](#)

### 304.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-19 · Java 8 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[solver777's solution](#)

### 305.

155E

[Double Profiles](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, sortings

[solver777's solution](#)

### 306.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[solver777's solution](#)

### 307.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[solver777's solution](#)

### 308.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[solver777's solution](#)

**309.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[solver777's solution](#)

**310.**

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[solver777's solution](#)

**311.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-16 · Java 8 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[solver777's solution](#)

**312.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[solver777's solution](#)

**313.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-13 · Java 8 (first AC) · Tags: data structures, greedy, implementation, math

[solver777's solution](#)

**314.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-03-07 · Java 8 (first AC) · Tags: binary search, greedy

[solver777's solution](#)

**315.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[solver777's solution](#)

**316.**

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs

[solver777's solution](#)

**317.**

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[solver777's solution](#)

**318.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[solver777's solution](#)

**319.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[solver777's solution](#)

**320.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[solver777's solution](#)

**321.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[solver777's solution](#)

**322.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[solver777's solution](#)

**323.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings

[solver777's solution](#)

**324.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[solver777's solution](#)

**325.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[solver777's solution](#)

**326.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · last AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[solver777's solution](#)

**327.**

1450F

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

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[solver777's solution](#)

**328.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-10-22 · last AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[solver777's solution](#)

**329.**

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-12-05 · last AC: 2019-12-05 · Java 8 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[solver777's solution](#)

**330.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[solver777's solution](#)

**331.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-16 · Java 8 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[solver777's solution](#)

**332.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[solver777's solution](#)

**333.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[solver777's solution](#)

**334.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[solver777's solution](#)

**335.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[solver777's solution](#)

**336.**

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[solver777's solution](#)

**337.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[solver777's solution](#)

**338.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[solver777's solution](#)

**339.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[solver777's solution](#)

**340.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[solver777's solution](#)

**341.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2020-11-24 · last AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings  
[solver777's solution](#)

**342.**

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees  
[solver777's solution](#)

**343.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings  
[solver777's solution](#)

**344.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[solver777's solution](#)

**345.**

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers  
[solver777's solution](#)

**346.**

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory  
[solver777's solution](#)

**347.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees  
[solver777's solution](#)

**348.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive  
[solver777's solution](#)

**349.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[solver777's solution](#)

**350.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[solver777's solution](#)

**351.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2026-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities  
[solver777's solution](#)

**352.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math  
[solver777's solution](#)

**353.**

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-10 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy  
[solver777's solution](#)

**354.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings  
[solver777's solution](#)

**355.**

2192F

[Fish Fight](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 2900 · first AC: 2026-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[solver777's solution](#)

**356.**

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation  
[solver777's solution](#)

**357.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees  
[solver777's solution](#)

**358.**

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2020-11-29 · last AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[solver777's solution](#)

**359.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees  
[solver777's solution](#)

**360.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math  
[solver777's solution](#)

**361.**

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-11 · last AC: 2026-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[solver777's solution](#)

**362.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[solver777's solution](#)

**363.**

101979H

[A65D65D 1D4@C3d](#)

Rating: — · first AC: 2021-04-01 · last AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[solver777's solution](#)

**364.**

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-02 · UnknownX (first AC) · Tags: \*special  
[solver777's solution](#)

**365.**

1319D

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

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: graphs, shortest paths  
[solver777's solution](#)

**366.**

1319E

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Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: binary search, data structures, sortings  
[solver777's solution](#)

**367.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: greedy, strings  
[solver777's solution](#)

**368.**

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: constructive algorithms, data structures, sortings  
[solver777's solution](#)

**369.**

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · Java 8 (first AC) · Tags: math  
[solver777's solution](#)

**370.**

102436D

[Subset "AND" · Tutorial](#)

Rating: — · first AC: 2019-12-02 · Java 8 (first AC) · Tags: —  
[solver777's solution](#)

**371.**

102436C

[Painting Plan · Tutorial](#)

Rating: — · first AC: 2019-11-28 · Java 8 (first AC) · Tags: —  
[solver777's solution](#)

**372.**

102436B

[Trie Minimization · Tutorial](#)

Rating: — · first AC: 2019-11-25 · Java 8 (first AC) · Tags: —  
[solver777's solution](#)

**373.**

102436A

[Cool Water · Tutorial](#)

Rating: — · first AC: 2019-11-25 · Java 8 (first AC) · Tags: —  
[solver777's solution](#)

**374.**

1145A

[Thanos Sort · Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[solver777's solution](#)

**375.**

100083E

[A@CäBC,,2Cä?Cä6C @CÔDò 1CT7Cä?C ACÔ>D\\$L](#)

Rating: — · first AC: 2019-02-26 · Java 8 (first AC) · Tags: —  
[solver777's solution](#)