

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

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# Unique solved — toor

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

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

Filters: none

Count: 354

- 1.**  
2021A  
[Meaning Mean](#) · [Tutorial](#)  
Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: data structures, greedy, math, sortings  
[toor's solution](#)
- 2.**  
2020A  
[Find Minimum Operations](#) · [Tutorial](#)  
Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory  
[toor's solution](#)
- 3.**  
2013A  
[Zhan's Blender](#) · [Tutorial](#)  
Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · Rust 2021 (first AC) · Tags: constructive algorithms, math  
[toor's solution](#)
- 4.**  
2008C  
[Longest Good Array](#) · [Tutorial](#)  
Quality: 36,480 global accepts · Rating: 800 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: binary search, brute force, math  
[toor's solution](#)
- 5.**  
2008B  
[Square or Not](#) · [Tutorial](#)  
Quality: 32,957 global accepts · Rating: 800 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: brute force, math, strings  
[toor's solution](#)
- 6.**  
2008A  
[Sakurako's Exam](#) · [Tutorial](#)  
Quality: 41,791 global accepts · Rating: 800 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[toor's solution](#)
- 7.**  
2003B  
[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)  
Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · Rust 2021 (first AC) · Tags: games, greedy, sortings  
[toor's solution](#)
- 8.**  
2003A  
[Turtle and Good Strings](#) · [Tutorial](#)  
Quality: 32,665 global accepts · Rating: 800 · first AC: 2024-08-25 · Rust 2021 (first AC) · Tags: greedy, strings  
[toor's solution](#)
- 9.**  
2001B  
[Generate Permutation](#) · [Tutorial](#)  
Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · Rust 2021 (first AC) · Tags: constructive algorithms  
[toor's solution](#)

**10.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · Rust 2021 (first AC) · Tags: greedy, implementation  
[toor's solution](#)

**11.**

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math  
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**12.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math  
[toor's solution](#)

**13.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,937 global accepts · Rating: 800 · first AC: 2024-08-06 · Rust 2021 (first AC) · Tags: implementation, math  
[toor's solution](#)

**14.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · Rust 2021 (first AC) · Tags: greedy, implementation  
[toor's solution](#)

**15.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: brute force, implementation, strings  
[toor's solution](#)

**16.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: greedy, implementation  
[toor's solution](#)

**17.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: greedy, implementation  
[toor's solution](#)

**18.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: binary search, math, ternary search  
[toor's solution](#)

**19.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math  
[toor's solution](#)

**20.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-13 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings  
[toor's solution](#)

**21.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,945 global accepts · Rating: 800 · first AC: 2024-07-13 · Rust 2021 (first AC) · Tags: greedy, math, sortings  
[toor's solution](#)

**22.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, math  
[toor's solution](#)

**23.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · Rust 2021 (first AC) · Tags: greedy, math  
[toor's solution](#)

**24.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,354 global accepts · Rating: 800 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: implementation  
[toor's solution](#)

**25.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: greedy, implementation, math, sortings  
[toor's solution](#)

**26.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · Rust 2021 (first AC) · Tags: brute force, geometry, math, sortings  
[toor's solution](#)

**27.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · Rust 2021 (first AC) · Tags: binary search, greedy, math, ternary search  
[toor's solution](#)

**28.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings  
[toor's solution](#)

**29.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,372 global accepts · Rating: 800 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: implementation, strings  
[toor's solution](#)

**30.**

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: brute force, math, number theory  
[toor's solution](#)

**31.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: constructive algorithms  
[toor's solution](#)

32.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation  
[toor's solution](#)

33.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: sortings  
[toor's solution](#)

34.

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: math  
[toor's solution](#)

35.

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · Rust 2021 (first AC) · Tags: brute force, greedy, math  
[toor's solution](#)

36.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: implementation, sortings, strings  
[toor's solution](#)

37.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-05-26 · Rust 2021 (first AC) · Tags: math  
[toor's solution](#)

38.

1975A

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

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, sortings  
[toor's solution](#)

39.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: dp, greedy, implementation  
[toor's solution](#)

40.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · Rust 2021 (first AC) · Tags: implementation  
[toor's solution](#)

41.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · Rust 2021 (first AC) · Tags: constructive algorithms, math  
[toor's solution](#)

42.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,333 global accepts · Rating: 800 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: sortings  
[toor's solution](#)

**43.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,113 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[toor's solution](#)

**44.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[toor's solution](#)

**45.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers  
[toor's solution](#)

**46.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,543 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[toor's solution](#)

**47.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[toor's solution](#)

**48.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[toor's solution](#)

**49.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[toor's solution](#)

**50.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[toor's solution](#)

**51.**

1779A

[Hall of Fame](#) · [Tutorial](#)

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

**52.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[toor's solution](#)

**53.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two

pointers

[toor's solution](#)

**54.**

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[toor's solution](#)

**55.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,844 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[toor's solution](#)

**56.**

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[toor's solution](#)

**57.**

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-27 · Go (first AC) · Tags: implementation, math

[toor's solution](#)

**58.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[toor's solution](#)

**59.**

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,911 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[toor's solution](#)

**60.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[toor's solution](#)

**61.**

1328A

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

Quality: 131,909 global accepts · Rating: 800 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[toor's solution](#)

**62.**

2013B

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

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math

[toor's solution](#)

**63.**

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-14 · Rust 2021 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[toor's solution](#)

**64.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · Rust 2021 (first AC) · Tags: brute force, games, greedy, sortings  
[toor's solution](#)

**65.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: greedy, implementation  
[toor's solution](#)

**66.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math  
[toor's solution](#)

**67.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-13 · Rust 2021 (first AC) · Tags: constructive algorithms, math  
[toor's solution](#)

**68.**

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,408 global accepts · Rating: 900 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: implementation, math  
[toor's solution](#)

**69.**

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math  
[toor's solution](#)

**70.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: greedy, strings, two pointers  
[toor's solution](#)

**71.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,810 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[toor's solution](#)

**72.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
[toor's solution](#)

**73.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[toor's solution](#)

**74.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[toor's solution](#)

**75.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,330 global accepts · Rating: 900 · first AC: 2020-11-27 · Go (first AC) · Tags: greedy, math

[toor's solution](#)

**76.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[toor's solution](#)

**77.**

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[toor's solution](#)

**78.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[toor's solution](#)

**79.**

2005B1

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

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-14 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[toor's solution](#)

**80.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: constructive algorithms, games

[toor's solution](#)

**81.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[toor's solution](#)

**82.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · Rust 2021 (first AC) · Tags: greedy

[toor's solution](#)

**83.**

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · Rust 2021 (first AC) · Tags: brute force, data structures, greedy, sortings

[toor's solution](#)

**84.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: greedy

[toor's solution](#)

**85.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: bitmasks, greedy

[toor's solution](#)

**86.**

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: brute force, greedy, math, sortings

[toor's solution](#)

**87.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,254 global accepts · Rating: 1000 · first AC: 2023-12-18 · Rust 2021 (first AC) · Tags: strings

[toor's solution](#)

**88.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[toor's solution](#)

**89.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[toor's solution](#)

**90.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[toor's solution](#)

**91.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[toor's solution](#)

**92.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[toor's solution](#)

**93.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[toor's solution](#)

**94.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,416 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[toor's solution](#)

**95.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[toor's solution](#)

**96.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: dp, dsu, graphs, math

[toor's solution](#)

**97.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[toor's solution](#)

**98.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: constructive algorithms, two pointers

[toor's solution](#)

**99.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy

[toor's solution](#)

**100.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[toor's solution](#)

**101.**

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-23 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[toor's solution](#)

**102.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2024-06-23 · last AC: 2024-07-02 · Rust 2021 (first AC) · Tags: data structures, greedy, sortings

[toor's solution](#)

**103.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: implementation, math

[toor's solution](#)

**104.**

1976B

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

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: greedy, implementation

[toor's solution](#)

**105.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[toor's solution](#)

**106.**

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · last AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: \*special, dp

[toor's solution](#)

**107.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: number theory

[toor's solution](#)

**108.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · Rust 2021 (first AC) · Tags: greedy, trees

[toor's solution](#)

**109.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,000 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3 (first AC) · Tags: binary search, geometry, implementation, math

[toor's solution](#)

**110.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,342 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[toor's solution](#)

**111.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[toor's solution](#)

**112.**

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[toor's solution](#)

**113.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[toor's solution](#)

**114.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[toor's solution](#)

**115.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: brute force, greedy, math, number theory

[toor's solution](#)

**116.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 1200 · first AC: 2024-09-29 · Rust 2021 (first AC) · Tags: binary search, math

[toor's solution](#)

**117.**

2005B2

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

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-14 · Rust 2021 (first AC) · Tags: binary search, greedy, math, sortings

[toor's solution](#)

**118.**

2003C

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

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[toor's solution](#)

**119.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · last AC: 2024-08-25 · Rust 2021 (first AC) · Tags: dp, greedy, sortings, strings

[toor's solution](#)

**120.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: brute force, geometry, greedy, math

[toor's solution](#)

**121.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1200 · first AC: 2024-07-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[toor's solution](#)

**122.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,005 global accepts · Rating: 1200 · first AC: 2024-07-13 · Rust 2021 (first AC) · Tags: dp, greedy, implementation

[toor's solution](#)

**123.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[toor's solution](#)

**124.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · Rust 2021 (first AC) · Tags: dp, greedy

[toor's solution](#)

**125.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: brute force, greedy, strings

[toor's solution](#)

**126.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[toor's solution](#)

**127.**

1982B

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

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: brute force, implementation, math, number theory

[toor's solution](#)

**128.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: brute force, combinatorics, math

[toor's solution](#)

**129.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[toor's solution](#)

**130.**

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy

[toor's solution](#)

**131.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-12 · Rust 2021 (first AC) · Tags: implementation, math

[toor's solution](#)

**132.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · Rust 2021 (first AC) · Tags: greedy, math, number theory

[toor's solution](#)

**133.**

1848B

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

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[toor's solution](#)

**134.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[toor's solution](#)

**135.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[toor's solution](#)

**136.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[toor's solution](#)

**137.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[toor's solution](#)

**138.**

1339B

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

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[toor's solution](#)

**139.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[toor's solution](#)

**140.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[toor's solution](#)

**141.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy  
[toor's solution](#)

**142.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, math  
[toor's solution](#)

**143.**

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[toor's solution](#)

**144.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: dp, greedy, math  
[toor's solution](#)

**145.**

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy  
[toor's solution](#)

**146.**

1981B

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

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · Rust 2021 (first AC) · Tags: bitmasks, math  
[toor's solution](#)

**147.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · Rust 2021 (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[toor's solution](#)

**148.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[toor's solution](#)

**149.**

1850F

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

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory  
[toor's solution](#)

**150.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[toor's solution](#)

**151.**

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[toor's solution](#)

**152.**

1746C

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

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

[toor's solution](#)

**153.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[toor's solution](#)

**154.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-04-07 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[toor's solution](#)

**155.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[toor's solution](#)

**156.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[toor's solution](#)

**157.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1400 · first AC: 2025-12-06 · Rust 2024 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[toor's solution](#)

**158.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · Rust 2021 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[toor's solution](#)

**159.**

2013C

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

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · Rust 2021 (first AC) · Tags: constructive algorithms, interactive, strings

[toor's solution](#)

**160.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,666 global accepts · Rating: 1400 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory  
[toor's solution](#)

**161.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · Rust 2021 (first AC) · Tags: implementation, math  
[toor's solution](#)

**162.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, implementation  
[toor's solution](#)

**163.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: greedy, math  
[toor's solution](#)

**164.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: greedy, implementation, math, number theory  
[toor's solution](#)

**165.**

1958B

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

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math  
[toor's solution](#)

**166.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-18 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation, math, two pointers  
[toor's solution](#)

**167.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · Rust 2021 (first AC) · Tags: greedy, strings  
[toor's solution](#)

**168.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[toor's solution](#)

**169.**

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[toor's solution](#)

**170.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[toor's solution](#)

**171.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,093 global accepts · Rating: 1400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers  
[toor's solution](#)

**172.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[toor's solution](#)

**173.**

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings  
[toor's solution](#)

**174.**

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · Rust 2021 (first AC) · Tags: greedy, math  
[toor's solution](#)

**175.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-21 · Rust 2021 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees  
[toor's solution](#)

**176.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · Rust 2021 (first AC) · Tags: binary search, interactive  
[toor's solution](#)

**177.**

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[toor's solution](#)

**178.**

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory  
[toor's solution](#)

**179.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · Rust 2021 (first AC) · Tags: brute force, greedy, math  
[toor's solution](#)

**180.**

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: binary search, data structures  
[toor's solution](#)

**181.**

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special  
[toor's solution](#)

**182.**

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[toor's solution](#)

**183.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
[toor's solution](#)

**184.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[toor's solution](#)

**185.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy  
[toor's solution](#)

**186.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: combinatorics, data structures, implementation, math  
[toor's solution](#)

**187.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · Rust 2021 (first AC) · Tags: data structures, greedy, implementation, math  
[toor's solution](#)

**188.**

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory  
[toor's solution](#)

**189.**

1980E

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

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings  
[toor's solution](#)

**190.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[toor's solution](#)

**191.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[toor's solution](#)

**192.**

1849C

[Binary String Copying](#) · [Tutorial](#)

Quality: 12,532 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[toor's solution](#)

**193.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[toor's solution](#)

**194.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[toor's solution](#)

**195.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[toor's solution](#)

**196.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[toor's solution](#)

**197.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[toor's solution](#)

**198.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[toor's solution](#)

**199.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[toor's solution](#)

**200.**

2006A

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

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-30 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[toor's solution](#)

**201.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-06 · Rust 2021 (first AC) · Tags: binary search, interactive, ternary search  
[toor's solution](#)

**202.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers  
[toor's solution](#)

**203.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-13 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings  
[toor's solution](#)

**204.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings  
[toor's solution](#)

**205.**

1982D

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

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: brute force, data structures, implementation, math, number theory  
[toor's solution](#)

**206.**

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,863 global accepts · Rating: 1700 · first AC: 2024-06-23 · Rust 2021 (first AC) · Tags: greedy, math, number theory, sortings  
[toor's solution](#)

**207.**

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation  
[toor's solution](#)

**208.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: combinatorics, dp, greedy, math  
[toor's solution](#)

**209.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees  
[toor's solution](#)

**210.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · Rust 2021 (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers  
[toor's solution](#)

**211.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[toor's solution](#)

**212.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[toor's solution](#)

**213.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[toor's solution](#)

**214.**

1770C

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

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[toor's solution](#)

**215.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[toor's solution](#)

**216.**

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[toor's solution](#)

**217.**

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[toor's solution](#)

**218.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[toor's solution](#)

**219.**

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[toor's solution](#)

**220.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[toor's solution](#)

**221.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[toor's solution](#)

**222.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · Rust 2021 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[toor's solution](#)

**223.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · Rust 2021 (first AC) · Tags: dp, implementation, strings

[toor's solution](#)

**224.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: binary search, greedy, math, number theory

[toor's solution](#)

**225.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[toor's solution](#)

**226.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[toor's solution](#)

**227.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[toor's solution](#)

**228.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · Rust 2021 (first AC) · Tags: dp, games

[toor's solution](#)

**229.**

1979D

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

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[toor's solution](#)

**230.**

1981C

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

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · Rust 2021 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[toor's solution](#)

**231.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1800 · first AC: 2024-04-12 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, sortings  
[toor's solution](#)

**232.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · Rust 2021 (first AC) · Tags: binary search, combinatorics, implementation, math  
[toor's solution](#)

**233.**

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees  
[toor's solution](#)

**234.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers  
[toor's solution](#)

**235.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory  
[toor's solution](#)

**236.**

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[toor's solution](#)

**237.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math  
[toor's solution](#)

**238.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers  
[toor's solution](#)

**239.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · Rust 2021 (first AC) · Tags: binary search, greedy  
[toor's solution](#)

**240.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation  
[toor's solution](#)

**241.**

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[toor's solution](#)

**242.**

1998C

[Perform Operations to Maximize Score · Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[toor's solution](#)

**243.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[toor's solution](#)

**244.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[toor's solution](#)

**245.**

1996F

[Bomb · Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: binary search, greedy, math

[toor's solution](#)

**246.**

1992F

[Valuable Cards · Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-13 · Rust 2021 (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[toor's solution](#)

**247.**

1986F

[Non-academic Problem · Tutorial](#)

Quality: 6,434 global accepts · Rating: 1900 · first AC: 2024-06-23 · Rust 2021 (first AC) · Tags: dfs and similar, graphs, trees

[toor's solution](#)

**248.**

1980F1

[Field Division \(easy version\) · Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: data structures, math, sortings

[toor's solution](#)

**249.**

1977C

[Nikita and LCM · Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[toor's solution](#)

**250.**

1958E

[Yet Another Permutation Constructive · Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[toor's solution](#)

**251.**

1746D

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

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

[toor's solution](#)

**252.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[toor's solution](#)

**253.**

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[toor's solution](#)

**254.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[toor's solution](#)

**255.**

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[toor's solution](#)

**256.**

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[toor's solution](#)

**257.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[toor's solution](#)

**258.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[toor's solution](#)

**259.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · Rust 2021 (first AC) · Tags: bitmasks, dp, math, probabilities

[toor's solution](#)

**260.**

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · Rust 2021 (first AC) · Tags: brute force, dfs and similar, dp, trees

[toor's solution](#)

**261.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-13 · Rust 2021 (first AC) · Tags: combinatorics, dp, math  
[toor's solution](#)

**262.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · Rust 2021 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[toor's solution](#)

**263.**

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · Rust 2021 (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[toor's solution](#)

**264.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[toor's solution](#)

**265.**

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers  
[toor's solution](#)

**266.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics  
[toor's solution](#)

**267.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · Rust 2021 (first AC) · Tags: data structures, implementation, math, two pointers  
[toor's solution](#)

**268.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers  
[toor's solution](#)

**269.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[toor's solution](#)

**270.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[toor's solution](#)

**271.**

1349C

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

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

[toor's solution](#)

**272.**

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · Rust 2021 (first AC) · Tags: binary search, brute force, greedy, math, number theory

[toor's solution](#)

**273.**

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[toor's solution](#)

**274.**

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-10 · Rust 2021 (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[toor's solution](#)

**275.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-27 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[toor's solution](#)

**276.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[toor's solution](#)

**277.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-18 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, dp, trees

[toor's solution](#)

**278.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[toor's solution](#)

**279.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[toor's solution](#)

**280.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[toor's solution](#)

**281.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[toor's solution](#)

**282.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[toor's solution](#)

**283.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[toor's solution](#)

**284.**

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[toor's solution](#)

**285.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[toor's solution](#)

**286.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · Rust 2021 (first AC) · Tags: binary search, dp, greedy

[toor's solution](#)

**287.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[toor's solution](#)

**288.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math, sortings

[toor's solution](#)

**289.**

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · Rust 2021 (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[toor's solution](#)

**290.**

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · last AC: 2024-06-12 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[toor's solution](#)

## 291.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · Rust 2021 (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[toor's solution](#)

## 292.

1486E

[Paired Payment](#) · [Tutorial](#)

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

[toor's solution](#)

## 293.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[toor's solution](#)

## 294.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[toor's solution](#)

## 295.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[toor's solution](#)

## 296.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[toor's solution](#)

## 297.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: brute force, data structures, dp

[toor's solution](#)

## 298.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[toor's solution](#)

## 299.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · last AC: 2024-07-29 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, strings

[toor's solution](#)

## 300.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[toor's solution](#)

### 301.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · Rust 2021 (first AC) · Tags: combinatorics, math, probabilities

[toor's solution](#)

### 302.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[toor's solution](#)

### 303.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[toor's solution](#)

### 304.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[toor's solution](#)

### 305.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · last AC: 2024-05-26 · Rust 2021 (first AC) · Tags: bitmasks, brute force, greedy, hashing

[toor's solution](#)

### 306.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings

[toor's solution](#)

### 307.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[toor's solution](#)

### 308.

1199F

[Rectangle Painting 1](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[toor's solution](#)

### 309.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[toor's solution](#)

### 310.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[toor's solution](#)

### 311.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[toor's solution](#)

### 312.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-14 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[toor's solution](#)

### 313.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · Rust 2021 (first AC) · Tags: combinatorics, dp, math, trees

[toor's solution](#)

### 314.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[toor's solution](#)

### 315.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: dp, greedy, trees

[toor's solution](#)

### 316.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-03 · Rust 2021 (first AC) · Tags: math, sortings

[toor's solution](#)

### 317.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[toor's solution](#)

### 318.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · Rust 2021 (first AC) · Tags: flows, graphs

[toor's solution](#)

### 319.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[toor's solution](#)

### 320.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[toor's solution](#)

**321.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[toor's solution](#)

**322.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[toor's solution](#)

**323.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[toor's solution](#)

**324.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[toor's solution](#)

**325.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[toor's solution](#)

**326.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[toor's solution](#)

**327.**

1340C

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

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

[toor's solution](#)

**328.**

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[toor's solution](#)

**329.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-08 · Rust 2021 (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[toor's solution](#)

**330.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · Rust 2021 (first AC) · Tags: brute force, dp, math

[toor's solution](#)

**331.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · Rust 2021 (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[toor's solution](#)

**332.**

1825E

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-10-01 · Rust 2021 (first AC) · Tags: data structures, dp, dsu, greedy, trees

[toor's solution](#)

**333.**

1779F

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

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

[toor's solution](#)

**334.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[toor's solution](#)

**335.**

2173F

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

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · last AC: 2026-01-14 · Rust 2024 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[toor's solution](#)

**336.**

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2600 · first AC: 2024-07-20 · Rust 2021 (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[toor's solution](#)

**337.**

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · Rust 2021 (first AC) · Tags: binary search, data structures, sortings

[toor's solution](#)

**338.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-05-31 · Rust 2021 (first AC) · Tags: data structures, dsu, graphs, greedy

[toor's solution](#)

**339.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-26 · Rust 2021 (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[toor's solution](#)

**340.**

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-16 · Rust 2021 (first AC) · Tags: brute force, data structures, divide and conquer  
[toor's solution](#)

**341.**

1848E

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

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[toor's solution](#)

**342.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[toor's solution](#)

**343.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[toor's solution](#)

**344.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · Rust 2021 (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[toor's solution](#)

**345.**

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · Rust 2021 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[toor's solution](#)

**346.**

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[toor's solution](#)

**347.**

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[toor's solution](#)

**348.**

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings

[toor's solution](#)

**349.**

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[toor's solution](#)

**350.**

100181H

[Aö@Tps@ @C 7Cä2C =C,,5 D BD >C=C\\$KDR DD4=C#FC,,9: Cä1D 0D\\$=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[toor's solution](#)

### 351.

100181G

[A@C@C @C 7Cä2C =C,,5 D BD >C#>C\\$KDR DD4=C#FC,,9](#)

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[toor's solution](#)

### 352.

105674B

[A@C@AD\\$>C\\$0D\\$KCR GC,,AC`0](#)

Rating: — · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[toor's solution](#)

### 353.

101967K

[BD>D#D4;C C](#)

Rating: — · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toor's solution](#)

### 354.

102022A

[B-00@DB 8 C @C,,DCÄ5D\\$8C#0](#)

Rating: — · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[toor's solution](#)