

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

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# Unique solved — unputdownable

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

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

Filters: none

Count: 284

1.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[unputdownable's solution](#)

2.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[unputdownable's solution](#)

3.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[unputdownable's solution](#)

4.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math  
[unputdownable's solution](#)

5.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[unputdownable's solution](#)

6.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[unputdownable's solution](#)

7.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math  
[unputdownable's solution](#)

8.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: implementation  
[unputdownable's solution](#)

9.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: greedy, math  
[unputdownable's solution](#)

**10.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: implementation, math  
[unputdownable's solution](#)

**11.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[unputdownable's solution](#)

**12.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: implementation, sortings  
[unputdownable's solution](#)

**13.**

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[unputdownable's solution](#)

**14.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[unputdownable's solution](#)

**15.**

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-02 · last AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[unputdownable's solution](#)

**16.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math  
[unputdownable's solution](#)

**17.**

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[unputdownable's solution](#)

**18.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory  
[unputdownable's solution](#)

**19.**

1352A

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

Quality: 104,116 global accepts · Rating: 800 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[unputdownable's solution](#)

**20.**

1348A

[Phoenix and Balance](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[unputdownable's solution](#)

**21.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,483 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[unputdownable's solution](#)

**22.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,243 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[unputdownable's solution](#)

**23.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: implementation, strings  
[unputdownable's solution](#)

**24.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[unputdownable's solution](#)

**25.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings  
[unputdownable's solution](#)

**26.**

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[unputdownable's solution](#)

**27.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[unputdownable's solution](#)

**28.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math  
[unputdownable's solution](#)

**29.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[unputdownable's solution](#)

**30.**

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: greedy, math  
[unputdownable's solution](#)

**31.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs  
[unputdownable's solution](#)

**32.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: games, greedy  
[unputdownable's solution](#)

**33.**

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[unputdownable's solution](#)

**34.**

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[unputdownable's solution](#)

**35.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,199 global accepts · Rating: 1000 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: math  
[unputdownable's solution](#)

**36.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[unputdownable's solution](#)

**37.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms  
[unputdownable's solution](#)

**38.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: implementation, strings  
[unputdownable's solution](#)

**39.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math  
[unputdownable's solution](#)

**40.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[unputdownable's solution](#)

**41.**

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[unputdownable's solution](#)

**42.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[unputdownable's solution](#)

**43.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[unputdownable's solution](#)

**44.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[unputdownable's solution](#)

**45.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[unputdownable's solution](#)

**46.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[unputdownable's solution](#)

**47.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: implementation

[unputdownable's solution](#)

**48.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation

[unputdownable's solution](#)

**49.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[unputdownable's solution](#)

**50.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[unputdownable's solution](#)

**51.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[unputdownable's solution](#)

**52.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,688 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: math, number theory

[unputdownable's solution](#)

**53.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[unputdownable's solution](#)

**54.**

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[unputdownable's solution](#)

**55.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[unputdownable's solution](#)

**56.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[unputdownable's solution](#)

**57.**

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[unputdownable's solution](#)

**58.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math

[unputdownable's solution](#)

**59.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[unputdownable's solution](#)

**60.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[unputdownable's solution](#)

**61.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[unputdownable's solution](#)

**62.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[unputdownable's solution](#)

**63.**

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2021-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory  
[unputdownable's solution](#)

**64.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · last AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings  
[unputdownable's solution](#)

**65.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[unputdownable's solution](#)

**66.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[unputdownable's solution](#)

**67.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[unputdownable's solution](#)

**68.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees  
[unputdownable's solution](#)

**69.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[unputdownable's solution](#)

**70.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[unputdownable's solution](#)

**71.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory  
[unputdownable's solution](#)

**72.**

1600J

[Robot Factory](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 1400 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar  
[unputdownable's solution](#)

**73.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms  
[unputdownable's solution](#)

**74.**

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[unputdownable's solution](#)

**75.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[unputdownable's solution](#)

**76.**

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · last AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings  
[unputdownable's solution](#)

**77.**

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[unputdownable's solution](#)

**78.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory  
[unputdownable's solution](#)

**79.**

1348B

[Phoenix and Beauty](#) · [Tutorial](#)

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[unputdownable's solution](#)

**80.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[unputdownable's solution](#)

**81.**

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings  
[unputdownable's solution](#)

**82.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[unputdownable's solution](#)

**83.**

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[unputdownable's solution](#)

**84.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[unputdownable's solution](#)

**85.**

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[unputdownable's solution](#)

**86.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[unputdownable's solution](#)

**87.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[unputdownable's solution](#)

**88.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[unputdownable's solution](#)

**89.**

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy

[unputdownable's solution](#)

**90.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[unputdownable's solution](#)

**91.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[unputdownable's solution](#)

**92.**

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[unputdownable's solution](#)

**93.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[unputdownable's solution](#)

**94.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,989 global accepts · Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[unputdownable's solution](#)

**95.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[unputdownable's solution](#)

**96.**

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,720 global accepts · Rating: 1600 · first AC: 2021-03-02 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: dfs and similar

[unputdownable's solution](#)

**97.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

[unputdownable's solution](#)

**98.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[unputdownable's solution](#)

**99.**

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[unputdownable's solution](#)

**100.**

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[unputdownable's solution](#)

**101.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[unputdownable's solution](#)

**102.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[unputdownable's solution](#)

**103.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[unputdownable's solution](#)

**104.**

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[unputdownable's solution](#)

**105.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[unputdownable's solution](#)

**106.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[unputdownable's solution](#)

**107.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[unputdownable's solution](#)

**108.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[unputdownable's solution](#)

**109.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[unputdownable's solution](#)

**110.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math

[unputdownable's solution](#)

**111.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[unputdownable's solution](#)

**112.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[unputdownable's solution](#)

**113.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[unputdownable's solution](#)

**114.**

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory  
[unputdownable's solution](#)

**115.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dp  
[unputdownable's solution](#)

**116.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[unputdownable's solution](#)

**117.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation  
[unputdownable's solution](#)

**118.**

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[unputdownable's solution](#)

**119.**

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math  
[unputdownable's solution](#)

**120.**

1443D

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

Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math  
[unputdownable's solution](#)

**121.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[unputdownable's solution](#)

**122.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[unputdownable's solution](#)

**123.**

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[unputdownable's solution](#)

**124.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[unputdownable's solution](#)

**125.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[unputdownable's solution](#)

**126.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[unputdownable's solution](#)

**127.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[unputdownable's solution](#)

**128.**

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers

[unputdownable's solution](#)

**129.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: dp

[unputdownable's solution](#)

**130.**

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[unputdownable's solution](#)

**131.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[unputdownable's solution](#)

**132.**

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[unputdownable's solution](#)

**133.**

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[unputdownable's solution](#)

**134.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: binary search, greedy

[unputdownable's solution](#)

**135.**

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees  
[unputdownable's solution](#)

**136.**

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games  
[unputdownable's solution](#)

**137.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees  
[unputdownable's solution](#)

**138.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive  
[unputdownable's solution](#)

**139.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings  
[unputdownable's solution](#)

**140.**

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: \*special  
[unputdownable's solution](#)

**141.**

1348D

[Phoenix and Science](#) · [Tutorial](#)

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[unputdownable's solution](#)

**142.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[unputdownable's solution](#)

**143.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[unputdownable's solution](#)

**144.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[unputdownable's solution](#)

**145.**

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[unputdownable's solution](#)

**146.**

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[unputdownable's solution](#)

**147.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[unputdownable's solution](#)

**148.**

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, probabilities

[unputdownable's solution](#)

**149.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[unputdownable's solution](#)

**150.**

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[unputdownable's solution](#)

**151.**

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[unputdownable's solution](#)

**152.**

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: dp, graphs

[unputdownable's solution](#)

**153.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[unputdownable's solution](#)

**154.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[unputdownable's solution](#)

**155.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[unputdownable's solution](#)

**156.**

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees  
[unputdownable's solution](#)

**157.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[unputdownable's solution](#)

**158.**

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[unputdownable's solution](#)

**159.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[unputdownable's solution](#)

**160.**

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, interactive

[unputdownable's solution](#)

**161.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[unputdownable's solution](#)

**162.**

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[unputdownable's solution](#)

**163.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[unputdownable's solution](#)

**164.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[unputdownable's solution](#)

**165.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[unputdownable's solution](#)

**166.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[unputdownable's solution](#)

**167.**

1238E

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

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[unputdownable's solution](#)

**168.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-03-02 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[unputdownable's solution](#)

**169.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · last AC: 2020-11-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[unputdownable's solution](#)

**170.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[unputdownable's solution](#)

**171.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[unputdownable's solution](#)

**172.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[unputdownable's solution](#)

**173.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2022-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[unputdownable's solution](#)

**174.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[unputdownable's solution](#)

**175.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[unputdownable's solution](#)

**176.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory  
[unputdownable's solution](#)

**177.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[unputdownable's solution](#)

**178.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[unputdownable's solution](#)

**179.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers  
[unputdownable's solution](#)

**180.**

1496E

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

Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs  
[unputdownable's solution](#)

**181.**

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities  
[unputdownable's solution](#)

**182.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: binary search, data structures, trees  
[unputdownable's solution](#)

**183.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs  
[unputdownable's solution](#)

**184.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[unputdownable's solution](#)

**185.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[unputdownable's solution](#)

**186.**

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[unputdownable's solution](#)

**187.**

1608D

[Dominoes](#) · [Tutorial](#)

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

[unputdownable's solution](#)

**188.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[unputdownable's solution](#)

**189.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[unputdownable's solution](#)

**190.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[unputdownable's solution](#)

**191.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[unputdownable's solution](#)

**192.**

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, matrices

[unputdownable's solution](#)

**193.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-05-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[unputdownable's solution](#)

**194.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[unputdownable's solution](#)

**195.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-02-08 · last AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[unputdownable's solution](#)

**196.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math  
[unputdownable's solution](#)

**197.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[unputdownable's solution](#)

**198.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[unputdownable's solution](#)

**199.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[unputdownable's solution](#)

**200.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[unputdownable's solution](#)

**201.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[unputdownable's solution](#)

**202.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[unputdownable's solution](#)

**203.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2024-04-21 · last AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs

[unputdownable's solution](#)

**204.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[unputdownable's solution](#)

**205.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[unputdownable's solution](#)

**206.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[unputdownable's solution](#)

**207.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[unputdownable's solution](#)

**208.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[unputdownable's solution](#)

**209.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[unputdownable's solution](#)

**210.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[unputdownable's solution](#)

**211.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[unputdownable's solution](#)

**212.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[unputdownable's solution](#)

**213.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[unputdownable's solution](#)

**214.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[unputdownable's solution](#)

**215.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[unputdownable's solution](#)

**216.**

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[unputdownable's solution](#)

**217.**

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[unputdownable's solution](#)

**218.**

1111D

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

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[unputdownable's solution](#)

**219.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[unputdownable's solution](#)

**220.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[unputdownable's solution](#)

**221.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[unputdownable's solution](#)

**222.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[unputdownable's solution](#)

**223.**

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[unputdownable's solution](#)

**224.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[unputdownable's solution](#)

**225.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[unputdownable's solution](#)

**226.**

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[unputdownable's solution](#)

**227.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[unputdownable's solution](#)

**228.**

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[unputdownable's solution](#)

**229.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,950 global accepts · Rating: 2700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[unputdownable's solution](#)

**230.**

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[unputdownable's solution](#)

**231.**

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[unputdownable's solution](#)

**232.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[unputdownable's solution](#)

**233.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[unputdownable's solution](#)

**234.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[unputdownable's solution](#)

**235.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[unputdownable's solution](#)

**236.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, trees  
[unputdownable's solution](#)

**237.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry  
[unputdownable's solution](#)

**238.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer  
[unputdownable's solution](#)

**239.**

933D

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

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math  
[unputdownable's solution](#)

**240.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry  
[unputdownable's solution](#)

**241.**

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[unputdownable's solution](#)

**242.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees  
[unputdownable's solution](#)

**243.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-02-20 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices  
[unputdownable's solution](#)

**244.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees  
[unputdownable's solution](#)

**245.**

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees  
[unputdownable's solution](#)

**246.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities  
[unputdownable's solution](#)

**247.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[unputdownable's solution](#)

**248.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: data structures, dsu  
[unputdownable's solution](#)

**249.**

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, interactive  
[unputdownable's solution](#)

**250.**

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[unputdownable's solution](#)

**251.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory  
[unputdownable's solution](#)

**252.**

1515I

[Phoenix and Diamonds](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3400 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings  
[unputdownable's solution](#)

**253.**

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees  
[unputdownable's solution](#)

**254.**

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings  
[unputdownable's solution](#)

**255.**

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[unputdownable's solution](#)

**256.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[unputdownable's solution](#)

**257.**

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[unputdownable's solution](#)

**258.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: games  
[unputdownable's solution](#)

**259.**

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
[unputdownable's solution](#)

**260.**

1336E2

[Chori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[unputdownable's solution](#)

**261.**

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[unputdownable's solution](#)

**262.**

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: \*special, dp, games  
[unputdownable's solution](#)

**263.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: \*special, constructive algorithms, geometry, math  
[unputdownable's solution](#)

**264.**

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**265.**

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**266.**

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**267.**

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**268.**

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**269.**

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**270.**

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**271.**

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**272.**

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**273.**

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**274.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**275.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[unputdownable's solution](#)

**276.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[unputdownable's solution](#)

**277.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**278.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[unputdownable's solution](#)

**279.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[unputdownable's solution](#)

**280.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**281.**

103119L

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

Rating: — · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[unputdownable's solution](#)

**282.**

104022E

[Isomerism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**283.**

104022J

[Let's Play Jigsaw Puzzles!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[unputdownable's solution](#)

**284.**

104022A

[Best Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[unputdownable's solution](#)