

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

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# Unique solved — vegemite

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

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

Filters: none

Count: 483

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,066 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [implementation](#), [math](#)  
[vegemite's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [greedy](#), [strings](#)  
[vegemite's solution](#)

3.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,223 global accepts · Rating: 800 · first AC: 2020-10-24 · last AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: [strings](#)  
[vegemite's solution](#)

4.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · last AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: [brute force](#), [data structures](#), [greedy](#), [sortings](#)  
[vegemite's solution](#)

5.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,392 global accepts · Rating: 800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#), [greedy](#), [math](#)  
[vegemite's solution](#)

6.

2170A

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

Quality: 19,921 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [implementation](#), [math](#)  
[vegemite's solution](#)

7.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)  
[vegemite's solution](#)

8.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: [implementation](#), [math](#)  
[vegemite's solution](#)

9.

2151A

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

Quality: 17,959 global accepts · Rating: 800 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [strings](#)  
[vegemite's solution](#)

**10.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[vegemite's solution](#)

**11.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,484 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[vegemite's solution](#)

**12.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,781 global accepts · Rating: 800 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vegemite's solution](#)

**13.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search  
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**14.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[vegemite's solution](#)

**15.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

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[vegemite's solution](#)

**16.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,775 global accepts · Rating: 800 · first AC: 2020-10-24 · last AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**17.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,506 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
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**18.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,749 global accepts · Rating: 800 · first AC: 2023-04-05 · last AC: 2023-04-05 · GNU C11 (first AC) · Tags: expression parsing, implementation  
[vegemite's solution](#)

**19.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vegemite's solution](#)

**20.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**21.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[vegemite's solution](#)

**22.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vegemite's solution](#)

**23.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[vegemite's solution](#)

**24.**

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[vegemite's solution](#)

**25.**

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,559 global accepts · Rating: 800 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math  
[vegemite's solution](#)

**26.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**27.**

1491A

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

Quality: 19,027 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
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**28.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vegemite's solution](#)

**29.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
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**30.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[vegemite's solution](#)

**31.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
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**32.**

1473A

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

Quality: 37,425 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings  
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**33.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**34.**

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**35.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
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**36.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
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**37.**

1453A

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

Quality: 24,262 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**38.**

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**39.**

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
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**40.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**41.**

1440A

[Buy the String](#) · [Tutorial](#)

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42.

1294A

[Collecting Coins](#) · [Tutorial](#)

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43.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

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44.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

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45.

1358A

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46.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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47.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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48.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[vegemite's solution](#)

49.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vegemite's solution](#)

50.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[vegemite's solution](#)

51.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,586 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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52.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**53.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,000 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
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**54.**

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**55.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**56.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,582 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**57.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**58.**

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**59.**

1360A

[Minimal Square](#) · [Tutorial](#)

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**60.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

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**61.**

1353B

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Quality: 58,122 global accepts · Rating: 800 · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**62.**

432A

[Choosing Teams](#) · [Tutorial](#)

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[vegemite's solution](#)

**63.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,303 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vegemite's solution](#)

**64.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,710 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[vegemite's solution](#)

**65.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vegemite's solution](#)

**66.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vegemite's solution](#)

**67.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vegemite's solution](#)

**68.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vegemite's solution](#)

**69.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[vegemite's solution](#)

**70.**

155A

[I love \%username%](#) · [Tutorial](#)

Quality: 93,661 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vegemite's solution](#)

**71.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[vegemite's solution](#)

**72.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,060 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[vegemite's solution](#)

**73.**

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

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**74.**

1352A

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

Quality: 104,108 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**75.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**76.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,771 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**77.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**78.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[vegemite's solution](#)

**79.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
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**80.**

1335A

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

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vegemite's solution](#)

**81.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,520 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vegemite's solution](#)

**82.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[vegemite's solution](#)

**83.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,945 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vegemite's solution](#)

**84.**

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vegemite's solution](#)

**85.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,038 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

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**86.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,394 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vegemite's solution](#)

**87.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,805 global accepts · Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vegemite's solution](#)

**88.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,193 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vegemite's solution](#)

**89.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[vegemite's solution](#)

**90.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,415 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vegemite's solution](#)

**91.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,206 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vegemite's solution](#)

**92.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,134 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**93.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vegemite's solution](#)

**94.**

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,452 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vegemite's solution](#)

**95.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**96.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**97.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,522 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**98.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,726 global accepts · Rating: 800 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
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**99.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,926 global accepts · Rating: 800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**100.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,516 global accepts · Rating: 800 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vegemite's solution](#)

**101.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vegemite's solution](#)

**102.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,910 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vegemite's solution](#)

**103.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,073 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[vegemite's solution](#)

**104.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,120 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vegemite's solution](#)

**105.**

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**106.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**107.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,206 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**108.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,195 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[vegemite's solution](#)

**109.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,006 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[vegemite's solution](#)

**110.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,542 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**111.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 270,969 global accepts · Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vegemite's solution](#)

**112.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,328 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[vegemite's solution](#)

**113.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**114.**

112A

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

Quality: 287,235 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vegemite's solution](#)

**115.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,452 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[vegemite's solution](#)

**116.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,257 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vegemite's solution](#)

**117.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,690 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vegemite's solution](#)

**118.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,229 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[vegemite's solution](#)

**119.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,861 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vegemite's solution](#)

**120.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vegemite's solution](#)

**121.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,955 global accepts · Rating: 900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[vegemite's solution](#)

**122.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 900 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vegemite's solution](#)

**123.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[vegemite's solution](#)

**124.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings  
[vegemite's solution](#)

**125.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive  
[vegemite's solution](#)

**126.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[vegemite's solution](#)

**127.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[vegemite's solution](#)

**128.**

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[vegemite's solution](#)

**129.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[vegemite's solution](#)

**130.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vegemite's solution](#)

**131.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings  
[vegemite's solution](#)

**132.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vegemite's solution](#)

**133.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[vegemite's solution](#)

**134.**

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[vegemite's solution](#)

**135.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[vegemite's solution](#)

**136.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[vegemite's solution](#)

**137.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings  
[vegemite's solution](#)

**138.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vegemite's solution](#)

**139.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
[vegemite's solution](#)

**140.**

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vegemite's solution](#)

**141.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[vegemite's solution](#)

**142.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vegemite's solution](#)

**143.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[vegemite's solution](#)

**144.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vegemite's solution](#)

**145.**

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vegemite's solution](#)

**146.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,400 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[vegemite's solution](#)

**147.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[vegemite's solution](#)

**148.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[vegemite's solution](#)

**149.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[vegemite's solution](#)

**150.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[vegemite's solution](#)

**151.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,926 global accepts · Rating: 1100 · first AC: 2020-12-18 · last AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, math  
[vegemite's solution](#)

**152.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy  
[vegemite's solution](#)

**153.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vegemite's solution](#)

**154.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vegemite's solution](#)

**155.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: games  
[vegemite's solution](#)

**156.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[vegemite's solution](#)

**157.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy  
[vegemite's solution](#)

**158.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[vegemite's solution](#)

**159.**

1497C1

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

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[vegemite's solution](#)

**160.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vegemite's solution](#)

**161.**

1496C

[Diamond Miner](#) · [Tutorial](#)

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

[vegemite's solution](#)

**162.**

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[vegemite's solution](#)

**163.**

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[vegemite's solution](#)

**164.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,810 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[vegemite's solution](#)

**165.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vegemite's solution](#)

**166.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[vegemite's solution](#)

**167.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[vegemite's solution](#)

**168.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, two pointers

[vegemite's solution](#)

**169.**

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vegemite's solution](#)

**170.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms

[vegemite's solution](#)

**171.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[vegemite's solution](#)

**172.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs  
[vegemite's solution](#)

**173.**

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings  
[vegemite's solution](#)

**174.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: math  
[vegemite's solution](#)

**175.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy  
[vegemite's solution](#)

**176.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[vegemite's solution](#)

**177.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math  
[vegemite's solution](#)

**178.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[vegemite's solution](#)

**179.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[vegemite's solution](#)

**180.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[vegemite's solution](#)

**181.**

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[vegemite's solution](#)

**182.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,640 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[vegemite's solution](#)

**183.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[vegemite's solution](#)

**184.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy

[vegemite's solution](#)

**185.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vegemite's solution](#)

**186.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1400 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[vegemite's solution](#)

**187.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[vegemite's solution](#)

**188.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vegemite's solution](#)

**189.**

934A

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

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2021-06-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[vegemite's solution](#)

**190.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[vegemite's solution](#)

**191.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[vegemite's solution](#)

**192.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[vegemite's solution](#)

**193.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[vegemite's solution](#)

**194.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[vegemite's solution](#)

**195.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[vegemite's solution](#)

**196.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[vegemite's solution](#)

**197.**

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

[vegemite's solution](#)

**198.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[vegemite's solution](#)

**199.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[vegemite's solution](#)

**200.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[vegemite's solution](#)

**201.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[vegemite's solution](#)

**202.**

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2025-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math  
[vegemite's solution](#)

**203.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings  
[vegemite's solution](#)

**204.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2023-12-22 · GNU C11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[vegemite's solution](#)

**205.**

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[vegemite's solution](#)

**206.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers  
[vegemite's solution](#)

**207.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[vegemite's solution](#)

**208.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees  
[vegemite's solution](#)

**209.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[vegemite's solution](#)

**210.**

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings  
[vegemite's solution](#)

**211.**

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math  
[vegemite's solution](#)

**212.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,744 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[vegemite's solution](#)

**213.**

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[vegemite's solution](#)

**214.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[vegemite's solution](#)

**215.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[vegemite's solution](#)

**216.**

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[vegemite's solution](#)

**217.**

1497C2

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

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

[vegemite's solution](#)

**218.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[vegemite's solution](#)

**219.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vegemite's solution](#)

**220.**

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[vegemite's solution](#)

**221.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[vegemite's solution](#)

**222.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings  
[vegemite's solution](#)

**223.**

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu  
[vegemite's solution](#)

**224.**

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[vegemite's solution](#)

**225.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force  
[vegemite's solution](#)

**226.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings  
[vegemite's solution](#)

**227.**

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2026-01-25 · last AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[vegemite's solution](#)

**228.**

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[vegemite's solution](#)

**229.**

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2026-01-25 · last AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings  
[vegemite's solution](#)

**230.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[vegemite's solution](#)

**231.**

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[vegemite's solution](#)

**232.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[vegemite's solution](#)

**233.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[vegemite's solution](#)

**234.**

1497E1

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

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

[vegemite's solution](#)

**235.**

1491C

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

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

[vegemite's solution](#)

**236.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[vegemite's solution](#)

**237.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[vegemite's solution](#)

**238.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[vegemite's solution](#)

**239.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[vegemite's solution](#)

**240.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[vegemite's solution](#)

**241.**

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[vegemite's solution](#)

**242.**

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[vegemite's solution](#)

**243.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[vegemite's solution](#)

**244.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[vegemite's solution](#)

**245.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[vegemite's solution](#)

**246.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[vegemite's solution](#)

**247.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,671 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[vegemite's solution](#)

**248.**

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[vegemite's solution](#)

**249.**

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math, ternary search

[vegemite's solution](#)

**250.**

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, math

[vegemite's solution](#)

**251.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: games

[vegemite's solution](#)

**252.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2021-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[vegemite's solution](#)

**253.**

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[vegemite's solution](#)

**254.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[vegemite's solution](#)

**255.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[vegemite's solution](#)

**256.**

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[vegemite's solution](#)

**257.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[vegemite's solution](#)

**258.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[vegemite's solution](#)

**259.**

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[vegemite's solution](#)

**260.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[vegemite's solution](#)

**261.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[vegemite's solution](#)

**262.**

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[vegemite's solution](#)

**263.**

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[vegemite's solution](#)

**264.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[vegemite's solution](#)

**265.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, implementation, strings

[vegemite's solution](#)

**266.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, dsu, trees

[vegemite's solution](#)

**267.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[vegemite's solution](#)

**268.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[vegemite's solution](#)

**269.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[vegemite's solution](#)

**270.**

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[vegemite's solution](#)

**271.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[vegemite's solution](#)

**272.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vegemite's solution](#)

**273.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, two pointers

[vegemite's solution](#)

**274.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[vegemite's solution](#)

**275.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[vegemite's solution](#)

**276.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[vegemite's solution](#)

**277.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[vegemite's solution](#)

**278.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

[vegemite's solution](#)

**279.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[vegemite's solution](#)

**280.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[vegemite's solution](#)

**281.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vegemite's solution](#)

**282.**

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[vegemite's solution](#)

**283.**

1471D

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

Rating: 1900 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[vegemite's solution](#)

**284.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy  
[vegemite's solution](#)

**285.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[vegemite's solution](#)

**286.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy  
[vegemite's solution](#)

**287.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2026-01-25 · last AC: 2026-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[vegemite's solution](#)

**288.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[vegemite's solution](#)

**289.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy  
[vegemite's solution](#)

**290.**

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[vegemite's solution](#)

**291.**

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings  
[vegemite's solution](#)

**292.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[vegemite's solution](#)

**293.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[vegemite's solution](#)

**294.**

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[vegemite's solution](#)

**295.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 2000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[vegemite's solution](#)

**296.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[vegemite's solution](#)

**297.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[vegemite's solution](#)

**298.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[vegemite's solution](#)

**299.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2021-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[vegemite's solution](#)

**300.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[vegemite's solution](#)

**301.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[vegemite's solution](#)

**302.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[vegemite's solution](#)

**303.**

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[vegemite's solution](#)

**304.**

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp  
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**305.**

1451E1

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

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[vegemite's solution](#)

**306.**

2207E1

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

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[vegemite's solution](#)

**307.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp  
[vegemite's solution](#)

**308.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory  
[vegemite's solution](#)

**309.**

2151E

[Limited Edition Shop](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy  
[vegemite's solution](#)

**310.**

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees  
[vegemite's solution](#)

**311.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs  
[vegemite's solution](#)

**312.**

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2021-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[vegemite's solution](#)

**313.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory  
[vegemite's solution](#)

**314.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[vegemite's solution](#)

**315.**

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[vegemite's solution](#)

**316.**

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[vegemite's solution](#)

**317.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[vegemite's solution](#)

**318.**

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[vegemite's solution](#)

**319.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[vegemite's solution](#)

**320.**

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vegemite's solution](#)

**321.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[vegemite's solution](#)

**322.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[vegemite's solution](#)

**323.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[vegemite's solution](#)

**324.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[vegemite's solution](#)

**325.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[vegemite's solution](#)

**326.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[vegemite's solution](#)

**327.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[vegemite's solution](#)

**328.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[vegemite's solution](#)

**329.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[vegemite's solution](#)

**330.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[vegemite's solution](#)

**331.**

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[vegemite's solution](#)

**332.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[vegemite's solution](#)

**333.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[vegemite's solution](#)

**334.**

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math  
[vegemite's solution](#)

**335.**

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers  
[vegemite's solution](#)

**336.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory  
[vegemite's solution](#)

**337.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[vegemite's solution](#)

**338.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings  
[vegemite's solution](#)

**339.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[vegemite's solution](#)

**340.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings  
[vegemite's solution](#)

**341.**

1450C2

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

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

**342.**

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[vegemite's solution](#)

**343.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math  
[vegemite's solution](#)

**344.**

2207E2

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

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[vegemite's solution](#)

**345.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vegemite's solution](#)

**346.**

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2024-08-24 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[vegemite's solution](#)

**347.**

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[vegemite's solution](#)

**348.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[vegemite's solution](#)

**349.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[vegemite's solution](#)

**350.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2021-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[vegemite's solution](#)

**351.**

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[vegemite's solution](#)

**352.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[vegemite's solution](#)

**353.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[vegemite's solution](#)

**354.**

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vegemite's solution](#)

**355.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[vegemite's solution](#)

**356.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[vegemite's solution](#)

**357.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[vegemite's solution](#)

**358.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[vegemite's solution](#)

**359.**

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[vegemite's solution](#)

**360.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[vegemite's solution](#)

**361.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[vegemite's solution](#)

**362.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[vegemite's solution](#)

**363.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[vegemite's solution](#)

**364.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[vegemite's solution](#)

**365.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[vegemite's solution](#)

**366.**

1467E

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

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[vegemite's solution](#)

**367.**

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms  
[vegemite's solution](#)

**368.**

2158F1

[Distinct GCDs \(Easy Version\)](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[vegemite's solution](#)

**369.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math  
[vegemite's solution](#)

**370.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math  
[vegemite's solution](#)

**371.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[vegemite's solution](#)

**372.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[vegemite's solution](#)

**373.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: data structures, dsu  
[vegemite's solution](#)

**374.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[vegemite's solution](#)

**375.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[vegemite's solution](#)

**376.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees  
[vegemite's solution](#)

**377.**

106225H

[Hyper Smawk Bros](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**378.**

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**379.**

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**380.**

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**381.**

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**382.**

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**383.**

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**384.**

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vegemite's solution](#)

**385.**

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vegemite's solution](#)

**386.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[vegemite's solution](#)

**387.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[vegemite's solution](#)

**388.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[vegemite's solution](#)

**389.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[vegemite's solution](#)

**390.**

105335J

[Jewel Collection](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vegemite's solution](#)

**391.**

105335I

[Ideal Permutation Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vegemite's solution](#)

**392.**

105335K

[Kid Rally](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vegemite's solution](#)

**393.**

105335D

[Disinfection Patch](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vegemite's solution](#)

**394.**

105335N

[\[N\]ew YoRHa Security](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vegemite's solution](#)

**395.**

105335C

[Cattering](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**396.**

105335B

[Back in the Day](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**397.**

105335G

[Glory Road](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**398.**

105335L

[Lulu and Friends](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**399.**

105335A

[Auntie's Magical Cake](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**400.**

106262D

[Drinking Culture](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**401.**

106262I

[Stone Steps](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**402.**

106262J

[Tic-Tac-Toe on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**403.**

106262M

[Web Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**404.**

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**405.**

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**406.**

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**407.**

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**408.**

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[vegemite's solution](#)

**409.**

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: communication, constructive algorithms, interactive  
[vegemite's solution](#)

**410.**

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, communication, interactive, math  
[vegemite's solution](#)

**411.**

101343H

[Give Me This Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**412.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**413.**

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**414.**

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**415.**

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**416.**

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[vegemite's solution](#)

**417.**

105254Q

[Doing the Container Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**418.**

105254P

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**419.**

105254W

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**420.**

105254U

[Toy Train Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**421.**

105254Y

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**422.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**423.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**424.**

104633E

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

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**425.**

102511I

[Karel the Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**426.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**427.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[vegemite's solution](#)

**428.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**429.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**430.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**431.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**432.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**433.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**434.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**435.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**436.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**437.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**438.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[vegemite's solution](#)

**439.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**440.**

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**441.**

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**442.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**443.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**444.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**445.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**446.**

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**447.**

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**448.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**449.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[vegemite's solution](#)

**450.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**451.**

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**452.**

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**453.**

101471J

[Son of Pipe Stream](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**454.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**455.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**456.**

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**457.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**458.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**459.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**460.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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**461.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**462.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**463.**

101471B

[Get a Clue!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**464.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**465.**

101471C

[Mission Improbable](#) · [Tutorial](#)

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[vegemite's solution](#)

**466.**

101471F

[Posterize](#) · [Tutorial](#)

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**467.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**468.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**469.**

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**470.**

101242M

[What Really Happened on Mars?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**471.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[vegemite's solution](#)

**472.**

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**473.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**474.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vegemite's solution](#)

**475.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**476.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**477.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**478.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**479.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vegemite's solution](#)

**480.**

undefined397

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[vegemite's solution](#)

**481.**

undefined149

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: \*special  
[vegemite's solution](#)

**482.**

undefined112

[a<sup>b</sup> - b<sup>a</sup>](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[vegemite's solution](#)

**483.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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