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Unique solved — wrihapcod

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

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Filters: none

Count: 466

1.

2211A

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Quality: 16,086 global accepts · Rating: 800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
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2.

2209A

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3.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,000 global accepts · Rating: 800 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: math
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4.

1612A

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Quality: 18,211 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
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5.

1566B

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Quality: 21,212 global accepts · Rating: 800 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
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6.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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7.

2149B

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Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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8.

2149A

[Be Positive](#) · [Tutorial](#)

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9.

2140A

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10.

2137A

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11.

1931B

[Make Equal](#) · [Tutorial](#)

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12.

1931A

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Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[wrihapcod's solution](#)

13.

1927A

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Quality: 51,438 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[wrihapcod's solution](#)

14.

1918A

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Quality: 32,373 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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15.

1922A

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16.

1920A

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17.

1914B

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18.

1914A

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Quality: 35,156 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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19.

1913A

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Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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20.

1905A

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Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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21.

1903A

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Quality: 79,658 global accepts · Rating: 800 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

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22.

1657B

[XY Sequence](#) · [Tutorial](#)

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23.

1657A

[Integer Moves](#) · [Tutorial](#)

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24.

1899A

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25.

1872A

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26.

1866A

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27.

1851B

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28.

1851A

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29.

1810B

[Candies](#) · [Tutorial](#)

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30.

1810A

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

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31.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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32.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

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33.

1768A

[Greatest Convex](#) · [Tutorial](#)

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34.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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35.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,033 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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36.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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37.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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38.

1747A

[Two Groups](#) · [Tutorial](#)

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39.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

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40.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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41.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wrihapcod's solution](#)

42.

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
[wrihapcod's solution](#)

43.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[wrihapcod's solution](#)

44.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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45.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

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46.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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47.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

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48.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[wrihapcod's solution](#)

49.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,633 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[wrihapcod's solution](#)

50.

2209B

[Array](#) · [Tutorial](#)

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51.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
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52.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 900 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: greedy

[wrihapcod's solution](#)

53.

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[wrihapcod's solution](#)

54.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,474 global accepts · Rating: 900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[wrihapcod's solution](#)

55.

1927B

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

Quality: 38,137 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[wrihapcod's solution](#)

56.

1918B

[Minimize Inversions](#) · [Tutorial](#)

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[wrihapcod's solution](#)

57.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,497 global accepts · Rating: 900 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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58.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,314 global accepts · Rating: 900 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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59.

1768B

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60.

1747B

[BAN BAN](#) · [Tutorial](#)

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61.

1697B

[Promo](#) · [Tutorial](#)

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62.

2203B

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- 63.**
1931C
[Make Equal Again](#) · [Tutorial](#)
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- 64.**
1927C
[Choose the Different Ones!](#) · [Tutorial](#)
Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
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- 65.**
1913B
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1851C
[Tiles Comeback](#) · [Tutorial](#)
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- 67.**
1816B
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Quality: 16,690 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[wrihapcod's solution](#)
- 68.**
1766B
[Notepad#](#) · [Tutorial](#)
Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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- 69.**
1704B
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- 70.**
1695B
[Circle Game](#) · [Tutorial](#)
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[wrihapcod's solution](#)
- 71.**
1690D
[Black and White Stripe](#) · [Tutorial](#)
Quality: 47,041 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
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- 72.**
2211B
[Mickey Mouse Constructive](#) · [Tutorial](#)
Quality: 11,642 global accepts · Rating: 1100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
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- 73.**
2137C
[Maximum Even Sum](#) · [Tutorial](#)
Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

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74.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[wrihapcod's solution](#)

75.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,540 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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76.

1905B

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77.

1899C

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[wrihapcod's solution](#)

78.

1899B

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

Quality: 33,367 global accepts · Rating: 1100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

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79.

1872C

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80.

1827A

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81.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,172 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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82.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[wrihapcod's solution](#)

83.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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84.

2046A

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Quality: 16,814 global accepts · Rating: 1200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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85.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,355 global accepts · Rating: 1200 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: strings
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86.

2137D

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Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
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87.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[wrihapcod's solution](#)

88.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,102 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
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89.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
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90.

1657C

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91.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

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92.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings
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93.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games
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94.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,798 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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95.

2211C1

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

Quality: 9,117 global accepts · Rating: 1300 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

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96.

2127B

[Hamiid, Haaamid... Hamid? · Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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97.

1931D

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Quality: 30,634 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

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98.

1927D

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Quality: 33,183 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

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99.

1922C

[Closest Cities · Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[wrihapcod's solution](#)

100.

1913C

[Game with Multiset · Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[wrihapcod's solution](#)

101.

1899E

[Queue Sort · Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[wrihapcod's solution](#)

102.

1899D

[Yarik and Musical Notes · Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[wrihapcod's solution](#)

103.

1851D

[Prefix Permutation Sums · Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[wrihapcod's solution](#)

104.

1810C

[Make It Permutation · Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[wrihapcod's solution](#)

105.

1826C

[Dreaming of Freedom · Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[wrihapcod's solution](#)

106.

1816C

[Ian and Array Sorting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[wrihapcod's solution](#)

107.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[wrihapcod's solution](#)

108.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[wrihapcod's solution](#)

109.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[wrihapcod's solution](#)

110.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,651 global accepts · Rating: 1400 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[wrihapcod's solution](#)

111.

1927E

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

Quality: 17,057 global accepts · Rating: 1400 · first AC: 2024-02-06 · last AC: 2026-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers
[wrihapcod's solution](#)

112.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[wrihapcod's solution](#)

113.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[wrihapcod's solution](#)

114.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,737 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings
[wrihapcod's solution](#)

115.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,668 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[wrihapcod's solution](#)

116.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings
[wrihapcod's solution](#)

117.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[wrihapcod's solution](#)

118.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[wrihapcod's solution](#)

119.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[wrihapcod's solution](#)

120.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[wrihapcod's solution](#)

121.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[wrihapcod's solution](#)

122.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[wrihapcod's solution](#)

123.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[wrihapcod's solution](#)

124.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[wrihapcod's solution](#)

125.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation
[wrihapcod's solution](#)

126.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[wrihapcod's solution](#)

127.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,039 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[wrihapcod's solution](#)

128.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,279 global accepts · Rating: 1500 · first AC: 2025-10-10 · PyPy 3 (first AC) · Tags: data structures, two pointers

[wrihapcod's solution](#)

129.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[wrihapcod's solution](#)

130.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[wrihapcod's solution](#)

131.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[wrihapcod's solution](#)

132.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[wrihapcod's solution](#)

133.

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,382 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dp

[wrihapcod's solution](#)

134.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[wrihapcod's solution](#)

135.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[wrihapcod's solution](#)

136.

1711C

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

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[wrihapcod's solution](#)

137.

1690E

[Price Maximization](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[wrihapcod's solution](#)

138.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[wrihapcod's solution](#)

139.

1920C

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

Quality: 19,924 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[wrihapcod's solution](#)

140.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[wrihapcod's solution](#)

141.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[wrihapcod's solution](#)

142.

2203D

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

Quality: 5,436 global accepts · Rating: 1700 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[wrihapcod's solution](#)

143.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[wrihapcod's solution](#)

144.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[wrihapcod's solution](#)

145.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,151 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[wrihapcod's solution](#)

146.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,463 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[wrihapcod's solution](#)

147.

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[wrihapcod's solution](#)

148.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[wrihapcod's solution](#)

149.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,501 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[wrihapcod's solution](#)

150.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[wrihapcod's solution](#)

151.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[wrihapcod's solution](#)

152.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[wrihapcod's solution](#)

153.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, number theory, strings

[wrihapcod's solution](#)

154.

2211C2

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

Quality: 3,680 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[wrihapcod's solution](#)

155.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,325 global accepts · Rating: 1800 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[wrihapcod's solution](#)

156.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[wrihapcod's solution](#)

157.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[wrihapcod's solution](#)

158.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[wrihapcod's solution](#)

159.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[wrihapcod's solution](#)

160.

1851F

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

Quality: 7,427 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[wrihapcod's solution](#)

161.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wrihapcod's solution](#)

162.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[wrihapcod's solution](#)

163.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[wrihapcod's solution](#)

164.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[wrihapcod's solution](#)

165.

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[wrihapcod's solution](#)

166.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[wrihapcod's solution](#)

167.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[wrihapcod's solution](#)

168.

2180C

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

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[wrihapcod's solution](#)

169.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-10-10 · PyPy 3-64 (first AC) · Tags: binary search, math, ternary search

[wrihapcod's solution](#)

170.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[wrihapcod's solution](#)

171.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,390 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[wrihapcod's solution](#)

172.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[wrihapcod's solution](#)

173.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[wrihapcod's solution](#)

174.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[wrihapcod's solution](#)

175.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings,

greedy, trees

[wrihapcod's solution](#)

176.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[wrihapcod's solution](#)

177.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[wrihapcod's solution](#)

178.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[wrihapcod's solution](#)

179.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[wrihapcod's solution](#)

180.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[wrihapcod's solution](#)

181.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[wrihapcod's solution](#)

182.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[wrihapcod's solution](#)

183.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[wrihapcod's solution](#)

184.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[wrihapcod's solution](#)

185.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[wrihapcod's solution](#)

186.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[wrihapcod's solution](#)

187.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,512 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[wrihapcod's solution](#)

188.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[wrihapcod's solution](#)

189.

1893C

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

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

[wrihapcod's solution](#)

190.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[wrihapcod's solution](#)

191.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[wrihapcod's solution](#)

192.

1851G

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

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[wrihapcod's solution](#)

193.

1827B1

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

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

[wrihapcod's solution](#)

194.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[wrihapcod's solution](#)

195.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory
[wrihapcod's solution](#)

196.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[wrihapcod's solution](#)

197.

2205E

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

Quality: 1,572 global accepts · Rating: 2100 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[wrihapcod's solution](#)

198.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[wrihapcod's solution](#)

199.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[wrihapcod's solution](#)

200.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[wrihapcod's solution](#)

201.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[wrihapcod's solution](#)

202.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[wrihapcod's solution](#)

203.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[wrihapcod's solution](#)

204.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[wrihapcod's solution](#)

205.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[wrihapcod's solution](#)

206.

1668D

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

Rating: 2100 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[wrihapcod's solution](#)

207.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[wrihapcod's solution](#)

208.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[wrihapcod's solution](#)

209.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[wrihapcod's solution](#)

210.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 2100 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[wrihapcod's solution](#)

211.

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,781 global accepts · Rating: 2200 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[wrihapcod's solution](#)

212.

2207D

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[wrihapcod's solution](#)

213.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[wrihapcod's solution](#)

214.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[wrihapcod's solution](#)

215.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[wrihapcod's solution](#)

216.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, math

[wrihapcod's solution](#)

217.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[wrihapcod's solution](#)

218.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[wrihapcod's solution](#)

219.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[wrihapcod's solution](#)

220.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[wrihapcod's solution](#)

221.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[wrihapcod's solution](#)

222.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[wrihapcod's solution](#)

223.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[wrihapcod's solution](#)

224.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[wrihapcod's solution](#)

225.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[wrihapcod's solution](#)

226.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[wrihapcod's solution](#)

227.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[wrihapcod's solution](#)

228.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[wrihapcod's solution](#)

229.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[wrihapcod's solution](#)

230.

1405E

[Fixed Point Removal](#) · [Tutorial](#)

Rating: 2300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[wrihapcod's solution](#)

231.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[wrihapcod's solution](#)

232.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[wrihapcod's solution](#)

233.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[wrihapcod's solution](#)

234.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[wrihapcod's solution](#)

235.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[wrihapcod's solution](#)

236.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[wrihapcod's solution](#)

237.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[wrihapcod's solution](#)

238.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[wrihapcod's solution](#)

239.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[wrihapcod's solution](#)

240.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[wrihapcod's solution](#)

241.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[wrihapcod's solution](#)

242.

2211F

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

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[wrihapcod's solution](#)

243.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[wrihapcod's solution](#)

244.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[wrihapcod's solution](#)

245.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[wrihapcod's solution](#)

246.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[wrihapcod's solution](#)

247.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[wrihapcod's solution](#)

248.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[wrihapcod's solution](#)

249.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[wrihapcod's solution](#)

250.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[wrihapcod's solution](#)

251.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[wrihapcod's solution](#)

252.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[wrihapcod's solution](#)

253.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[wrihapcod's solution](#)

254.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[wrihapcod's solution](#)

255.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths
[wrihapcod's solution](#)

256.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[wrihapcod's solution](#)

257.

1827B2

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

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

258.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[wrihapcod's solution](#)

259.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[wrihapcod's solution](#)

260.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers
[wrihapcod's solution](#)

261.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[wrihapcod's solution](#)

262.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy
[wrihapcod's solution](#)

263.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings
[wrihapcod's solution](#)

264.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp
[wrihapcod's solution](#)

265.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[wrihapcod's solution](#)

266.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[wrihapcod's solution](#)

267.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[wrihapcod's solution](#)

268.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[wrihapcod's solution](#)

269.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-27 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[wrihapcod's solution](#)

270.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[wrihapcod's solution](#)

271.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[wrihapcod's solution](#)

272.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[wrihapcod's solution](#)

273.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-12-01 · last AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[wrihapcod's solution](#)

274.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[wrihapcod's solution](#)

275.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[wrihapcod's solution](#)

276.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[wrihapcod's solution](#)

277.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[wrihapcod's solution](#)

278.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy
[wrihapcod's solution](#)

279.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[wrihapcod's solution](#)

280.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees
[wrihapcod's solution](#)

281.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers
[wrihapcod's solution](#)

282.

2173F

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

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[wrihapcod's solution](#)

283.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[wrihapcod's solution](#)

284.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[wrihapcod's solution](#)

285.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[wrihapcod's solution](#)

286.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[wrihapcod's solution](#)

287.

1905F

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

Quality: 753 global accepts · Rating: 2600 · first AC: 2023-12-18 · last AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer

[wrihapcod's solution](#)

288.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[wrihapcod's solution](#)

289.

1893D

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

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

[wrihapcod's solution](#)

290.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices

[wrihapcod's solution](#)

291.

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[wrihapcod's solution](#)

292.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[wrihapcod's solution](#)

293.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[wrihapcod's solution](#)

294.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[wrihapcod's solution](#)

295.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[wrihapcod's solution](#)

296.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[wrihapcod's solution](#)

297.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games

[wrihapcod's solution](#)

298.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[wrihapcod's solution](#)

299.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[wrihapcod's solution](#)

300.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[wrihapcod's solution](#)

301.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[wrihapcod's solution](#)

302.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[wrihapcod's solution](#)

303.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[wrihapcod's solution](#)

304.

1313E

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

Quality: 720 global accepts · Rating: 2700 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings, two pointers

[wrihapcod's solution](#)

305.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[wrihapcod's solution](#)

306.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[wrihapcod's solution](#)

307.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[wrihapcod's solution](#)

308.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, greedy

[wrihapcod's solution](#)

309.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[wrihapcod's solution](#)

310.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[wrihapcod's solution](#)

311.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[wrihapcod's solution](#)

312.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[wrihapcod's solution](#)

313.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, interactive

[wrihapcod's solution](#)

314.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[wrihapcod's solution](#)

315.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[wrihapcod's solution](#)

316.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[wrihapcod's solution](#)

317.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[wrihapcod's solution](#)

318.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[wrihapcod's solution](#)

319.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[wrihapcod's solution](#)

320.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[wrihapcod's solution](#)

321.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[wrihapcod's solution](#)

322.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[wrihapcod's solution](#)

323.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[wrihapcod's solution](#)

324.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[wrihapcod's solution](#)

325.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[wrihapcod's solution](#)

326.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[wrihapcod's solution](#)

327.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[wrihapcod's solution](#)

328.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[wrihapcod's solution](#)

329.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[wrihapcod's solution](#)

330.

1326F2

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

Quality: 680 global accepts · Rating: 3200 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[wrihapcod's solution](#)

331.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[wrihapcod's solution](#)

332.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[wrihapcod's solution](#)

333.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[wrihapcod's solution](#)

334.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[wrihapcod's solution](#)

335.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
[wrihapcod's solution](#)

336.

105173B

[Charging Station](#) · [Tutorial](#)

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

337.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

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

338.

103104J

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

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

339.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

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

340.

103104C

[Data structure](#) · [Tutorial](#)

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

341.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

342.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

343.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

344.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

345.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

346.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

347.

105173G

[Diamond](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · last AC: 2026-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

348.

105173K

[Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

349.

105173L

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

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

350.

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

351.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

352.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

353.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

354.

105173F

[Factor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

355.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

356.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

357.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

358.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

359.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

360.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

361.

105385M

[Palindromic Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

362.

105385J

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

Rating: — · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

363.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

364.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

365.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

366.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

367.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

368.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

369.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

370.

106239N

[g Ys Nj \ S0cb](#)

Rating: — · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

371.

105588D

[Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wrihapcod's solution](#)

372.

105901J

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wrihapcod's solution](#)

373.

105901M

[Flight Tracker](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

374.

105901F

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wrihapcod's solution](#)

375.

105901L

[Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

376.

105901G

[Path Summing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[wrihapcod's solution](#)

377.

105901I

[Bingo 3](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

378.

105901A

[Problem Setting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

379.

105588E

[Extracting Weights](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[wrihapcod's solution](#)

380.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

381.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

382.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

383.

105588M

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

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[wrihapcod's solution](#)

384.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

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385.

102028H

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386.

101239L

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387.

102341B

[Bulbasaur](#) · [Tutorial](#)

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388.

102978H

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389.

101370A

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390.

101191K

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391.

100402K

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392.

101161H

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393.

101237F

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394.

100040J

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395.

100431F

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396.

100212G

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397.

104012D

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398.

100342D

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399.

102392B

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400.

101673G

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401.

101409M

[Munich](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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402.

100213H

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403.

102222F

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404.

103443D

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405.

100337J

[2-3 Trees](#) · [Tutorial](#)

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406.

100633F

[Beautiful sums](#) · [Tutorial](#)

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407.

100153G

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Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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408.

102001J

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409.

101964I

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410.

103145A

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411.

102576F

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412.

103415F

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413.

103415C

[Necklace](#) · [Tutorial](#)

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414.

103415J

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415.

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103446J

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418.

103446D

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103446G

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421.

103446E

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422.

102900F

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423.

103186B

[\ A. v. Sarl n8b](#)

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424.

103186I

[Tutorial](#)

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[wrihapcod's solution](#)

425.

103186H

[žITáV, Alš~šv](#)

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426.

103186K

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Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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427.

103186D

[Zztrans v. JisŠA qg](#)

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428.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

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429.

103186E

[Zztrans v. TjVl](#)

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430.

103186G

[žITáV, ŐPĭ](#)

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[wrihapcod's solution](#)

431.

103186C

[\ A. v. Jpgr € Ő](#)

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432.

103186A

[\ A. v. Prib °](#)

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433.

103470E

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434.

103470H

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435.

103470C

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436.

103470M

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437.

103470A

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438.

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104385J

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445.

104053C

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446.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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447.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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448.

104053L

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449.

103941H

[Euler's Totient](#)

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450.

103941C

[Serval v. Tsing](#) (ThH)

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451.

103941K

[Y Tu Que](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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452.

103941B

[Hash](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —
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453.

103941J

[Mex Tree](#) · [Tutorial](#)

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454.

103941F

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455.

103941G

[Mocha N Ysif](#)

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456.

103941E

[Serval v. Dósa](#)

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457.

103941A

[Mocha N Toshi](#)

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458.

104354G

[Toxel N Tw8u;](#)

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459.

104354C

[Toxel N Tutgipu b Vh](#)

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460.

104354K

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461.

104354E

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463.

104354H

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466.

102471B

[Black and White · Tutorial](#)

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