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Unique solved — 2018haha

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

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Count: 285

1.

2178A

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2.

2145A

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3.

2034A

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4.

2031A

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5.

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6.

2030B

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7.

2030A

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8.

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9.

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10.

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1984A

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13.

1975A

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1942A

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15.

1917A

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1909A

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17.

1891A

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18.

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19.

1789B

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20.

1789A

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21.

1783A

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22.

1731A

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23.

1767B

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24.

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25.

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26.

1698A

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27.

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28.

1625A

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30.

1605A

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31.

1582A

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32.

1586A

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33.

1593A

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1556A

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36.

1304A

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37.

1301A

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38.

1303A

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41.

1255A

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42.

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43.

2178B

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44.

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45.

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46.

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[2018haha's solution](#)

47.

2005A

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48.

1951A

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49.

1582B

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50.

1593B

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51.

1350A

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- 52.**
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1295A
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[2018haha's solution](#)
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2145B
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2034B
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- 56.**
2005B1
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[2018haha's solution](#)
- 57.**
2002B
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1987B
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- 59.**
1975B
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- 60.**
1876A
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1847B
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1770B
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- 63.**
1770A
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1300B
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1984B
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1942B
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- 73.**
1917B
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74.

1891B

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75.

1783B

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76.

1731B

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77.

1625B

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78.

1593D1

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79.

1304B

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80.

1293A

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81.

1255B

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82.

1262A

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[2018haha's solution](#)

83.

2178C

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84.

2046A

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85.

2005B2

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86.

2002C

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87.

1987C

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Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[2018haha's solution](#)

88.

1975C

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89.

1951B

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Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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90.

1909B

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91.

1874A

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92.

1582C

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93.

1539C

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Quality: 31,466 global accepts · Rating: 1200 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[2018haha's solution](#)

94.

1262B

[Box](#) · [Tutorial](#)

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[2018haha's solution](#)

95.

2145C

[Monocarp's String](#) · [Tutorial](#)

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96.

2031C

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97.

2026B

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Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
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98.

2023A

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99.

2025C

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100.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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101.

1984C1

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

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[2018haha's solution](#)

102.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[2018haha's solution](#)

103.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[2018haha's solution](#)

104.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[2018haha's solution](#)

105.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[2018haha's solution](#)

106.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[2018haha's solution](#)

107.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[2018haha's solution](#)

108.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[2018haha's solution](#)

109.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[2018haha's solution](#)

110.

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[2018haha's solution](#)

111.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings

[2018haha's solution](#)

112.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[2018haha's solution](#)

113.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[2018haha's solution](#)

114.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[2018haha's solution](#)

115.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[2018haha's solution](#)

116.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[2018haha's solution](#)

117.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,466 global accepts · Rating: 1400 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dp, math, number theory

[2018haha's solution](#)

118.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[2018haha's solution](#)

119.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[2018haha's solution](#)

120.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[2018haha's solution](#)

121.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[2018haha's solution](#)

122.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[2018haha's solution](#)

123.

1891C

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

Quality: 20,359 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[2018haha's solution](#)

124.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[2018haha's solution](#)

125.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[2018haha's solution](#)

126.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[2018haha's solution](#)

127.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[2018haha's solution](#)

128.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[2018haha's solution](#)

129.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[2018haha's solution](#)

130.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, sortings

[2018haha's solution](#)

131.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[2018haha's solution](#)

132.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[2018haha's solution](#)

133.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[2018haha's solution](#)

134.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[2018haha's solution](#)

135.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[2018haha's solution](#)

136.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[2018haha's solution](#)

137.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[2018haha's solution](#)

138.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: math, number theory
[2018haha's solution](#)

139.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[2018haha's solution](#)

140.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation
[2018haha's solution](#)

141.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: combinatorics, math
[2018haha's solution](#)

142.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[2018haha's solution](#)

143.

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[2018haha's solution](#)

144.

1262D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, greedy
[2018haha's solution](#)

145.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[2018haha's solution](#)

146.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[2018haha's solution](#)

147.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[2018haha's solution](#)

148.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,499 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[2018haha's solution](#)

149.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[2018haha's solution](#)

150.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[2018haha's solution](#)

151.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[2018haha's solution](#)

152.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[2018haha's solution](#)

153.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[2018haha's solution](#)

154.

1770C

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

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[2018haha's solution](#)

155.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[2018haha's solution](#)

156.

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

[2018haha's solution](#)

157.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[2018haha's solution](#)

158.

1321D

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

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[2018haha's solution](#)

159.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[2018haha's solution](#)

160.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[2018haha's solution](#)

161.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[2018haha's solution](#)

162.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[2018haha's solution](#)

163.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[2018haha's solution](#)

164.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[2018haha's solution](#)

165.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[2018haha's solution](#)

166.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[2018haha's solution](#)

167.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[2018haha's solution](#)

168.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[2018haha's solution](#)

169.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[2018haha's solution](#)

170.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[2018haha's solution](#)

171.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[2018haha's solution](#)

172.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[2018haha's solution](#)

173.

1255E1

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

Rating: 1800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[2018haha's solution](#)

174.

1262D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[2018haha's solution](#)

175.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[2018haha's solution](#)

176.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[2018haha's solution](#)

177.

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[2018haha's solution](#)

178.

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[2018haha's solution](#)

179.

1909D

[Split Plus K · Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[2018haha's solution](#)

180.

1891D

[Suspicious logarithms · Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[2018haha's solution](#)

181.

1847D

[Professor Higashikata · Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[2018haha's solution](#)

182.

1545B

[AquaMoon and Chess · Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[2018haha's solution](#)

183.

1593D2

[Half of Same · Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[2018haha's solution](#)

184.

2178E

[Flatten or Concatenate · Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[2018haha's solution](#)

185.

1987E

[Wonderful Tree! · Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[2018haha's solution](#)

186.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[2018haha's solution](#)

187.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[2018haha's solution](#)

188.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[2018haha's solution](#)

189.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[2018haha's solution](#)

190.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[2018haha's solution](#)

191.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[2018haha's solution](#)

192.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[2018haha's solution](#)

193.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[2018haha's solution](#)

194.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[2018haha's solution](#)

195.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[2018haha's solution](#)

196.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[2018haha's solution](#)

197.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[2018haha's solution](#)

198.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[2018haha's solution](#)

199.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[2018haha's solution](#)

200.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[2018haha's solution](#)

201.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[2018haha's solution](#)

202.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[2018haha's solution](#)

203.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[2018haha's solution](#)

204.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[2018haha's solution](#)

205.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[2018haha's solution](#)

206.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[2018haha's solution](#)

207.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[2018haha's solution](#)

208.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[2018haha's solution](#)

209.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[2018haha's solution](#)

210.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[2018haha's solution](#)

211.

1967B2

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

Quality: 4,858 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[2018haha's solution](#)

212.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[2018haha's solution](#)

213.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[2018haha's solution](#)

214.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[2018haha's solution](#)

215.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[2018haha's solution](#)

216.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[2018haha's solution](#)

217.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[2018haha's solution](#)

218.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[2018haha's solution](#)

219.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[2018haha's solution](#)

220.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[2018haha's solution](#)

221.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[2018haha's solution](#)

222.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: string suffix structures

[2018haha's solution](#)

223.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[2018haha's solution](#)

224.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 2300 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[2018haha's solution](#)

225.

1269E

[K Integers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[2018haha's solution](#)

226.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[2018haha's solution](#)

227.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[2018haha's solution](#)

228.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[2018haha's solution](#)

229.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[2018haha's solution](#)

230.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[2018haha's solution](#)

231.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[2018haha's solution](#)

232.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[2018haha's solution](#)

233.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[2018haha's solution](#)

234.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[2018haha's solution](#)

235.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[2018haha's solution](#)

236.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math
[2018haha's solution](#)

237.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math
[2018haha's solution](#)

238.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees
[2018haha's solution](#)

239.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

240.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

241.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

242.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

243.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

244.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

245.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

246.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

247.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

248.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

249.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

250.

103145C

[Vertex Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

251.

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

252.

103145M

[Master of Shuangpin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

253.

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · last AC: 2021-11-13 · GNU C++11 (first AC) · Tags: —
[2018haha's solution](#)

254.

103145E

[Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

255.

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · last AC: 2021-11-13 · GNU C++11 (first AC) · Tags: —
[2018haha's solution](#)

256.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

257.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · Python 3 (first AC) · Tags: —
[2018haha's solution](#)

258.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

259.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

260.

102028D

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Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

261.

102028A

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Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
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262.

103202H

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263.

103202K

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[2018haha's solution](#)

264.

103202M

[United in Stormwind](#) · [Tutorial](#)

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[2018haha's solution](#)

265.

103202I

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Rating: — · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

266.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

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[2018haha's solution](#)

267.

103202F

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[2018haha's solution](#)

268.

103202G

[The Witchwood](#) · [Tutorial](#)

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[2018haha's solution](#)

269.

103081H

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Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

270.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

271.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

272.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

273.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

274.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

275.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

276.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

277.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

278.

103185B

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

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

279.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[2018haha's solution](#)

280.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[2018haha's solution](#)

281.

103185E

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Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[2018haha's solution](#)

282.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[2018haha's solution](#)

283.

103185L

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Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[2018haha's solution](#)

284.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[2018haha's solution](#)

285.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[2018haha's solution](#)