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Unique solved — 2sozx

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

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

Filters: none

Count: 803

1.

1773F

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2.

1765B

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3.

1725A

[Accumulation of Dominoes](#) · [Tutorial](#)

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4.

1717A

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5.

1303A

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6.

1625A

[Ancient Civilization](#) · [Tutorial](#)

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7.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#)

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8.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#)

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9.

1598A

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Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [dfs and similar](#), [dp](#), [implementation](#)

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10.

1594A

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11.

1592A

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Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

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12.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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13.

1562A

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14.

1552A

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15.

1553A

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16.

1547B

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17.

1547A

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18.

1473A

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Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

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19.

1539B

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20.

1542A

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21.

1537A

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22.

1515A

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23.

1519B

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24.

1519A

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25.

1517A

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26.

1499A

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27.

1490A

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28.

1474A

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29.

1472B

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30.

1472A

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31.

1438A

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32.

1430B

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33.

1445A

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34.

1422A

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35.

1426A

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36.

1400A

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

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37.

1388A

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38.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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39.

1371A

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40.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: greedy, math

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41.

1312A

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42.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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43.

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: math
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44.

1323A

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45.

2028A

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46.

1666D

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47.

1543B

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48.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,949 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
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49.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[2sozx's solution](#)

50.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
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51.

1445B

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Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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52.

1426B

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Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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53.

1420A

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Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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54.

1419A

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Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

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55.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[2sozx's solution](#)

56.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: combinatorics, greedy

[2sozx's solution](#)

57.

1380A

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Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

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58.

1373B

[01 Game](#) · [Tutorial](#)

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[2sozx's solution](#)

59.

1354A

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[2sozx's solution](#)

60.

1341A

[Nastya and Rice](#) · [Tutorial](#)

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61.

1330A

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Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation

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62.

1313A

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63.

1765M

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Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

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64.

1765E

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65.

1725B

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66.

1598B

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67.

1562B

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68.

1473B

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69.

1539A

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70.

1515B

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Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

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71.

1499B

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72.

1256A

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Quality: 32,432 global accepts · Rating: 1000 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: math

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73.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[2sozx's solution](#)

74.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,330 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, greedy, math, number theory

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75.

1438B

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Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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76.

1430C

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77.

1418A

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Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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78.

1419D1

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Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

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79.

1388B

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Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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80.

1373A

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Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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81.

1359B

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82.

1359A

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Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: brute force, greedy, math

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83.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: greedy, sortings

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84.

1312B

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Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

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- 85.**
1342A
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- 86.**
1333A
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Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms
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- 87.**
1827A
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1717B
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1574B
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1375A
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- 93.**
1490C
[Sum of Cubes](#) · [Tutorial](#)
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1472C
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- 95.**
1463A
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96.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[2sozx's solution](#)

97.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

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98.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[2sozx's solution](#)

99.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation

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100.

1334B

[Middle Class](#) · [Tutorial](#)

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[2sozx's solution](#)

101.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[2sozx's solution](#)

102.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[2sozx's solution](#)

103.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[2sozx's solution](#)

104.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[2sozx's solution](#)

105.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[2sozx's solution](#)

106.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[2sozx's solution](#)

107.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[2sozx's solution](#)

108.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[2sozx's solution](#)

109.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[2sozx's solution](#)

110.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[2sozx's solution](#)

111.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[2sozx's solution](#)

112.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[2sozx's solution](#)

113.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings
[2sozx's solution](#)

114.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[2sozx's solution](#)

115.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[2sozx's solution](#)

116.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[2sozx's solution](#)

117.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: math

[2sozx's solution](#)

118.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[2sozx's solution](#)

119.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[2sozx's solution](#)

120.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[2sozx's solution](#)

121.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[2sozx's solution](#)

122.

1334A

[Level Statistics](#) · [Tutorial](#)

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

[2sozx's solution](#)

123.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[2sozx's solution](#)

124.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-01-16 · last AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[2sozx's solution](#)

125.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[2sozx's solution](#)

126.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[2sozx's solution](#)

127.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[2sozx's solution](#)

128.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[2sozx's solution](#)

129.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[2sozx's solution](#)

130.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[2sozx's solution](#)

131.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[2sozx's solution](#)

132.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[2sozx's solution](#)

133.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[2sozx's solution](#)

134.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[2sozx's solution](#)

135.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[2sozx's solution](#)

136.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory, sortings

[2sozx's solution](#)

137.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[2sozx's solution](#)

138.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[2sozx's solution](#)

139.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[2sozx's solution](#)

140.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[2sozx's solution](#)

141.

1328B

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

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[2sozx's solution](#)

142.

1323C

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

Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[2sozx's solution](#)

143.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,290 global accepts · Rating: 1400 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[2sozx's solution](#)

144.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[2sozx's solution](#)

145.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[2sozx's solution](#)

146.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[2sozx's solution](#)

147.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[2sozx's solution](#)

148.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[2sozx's solution](#)

149.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[2sozx's solution](#)

150.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[2sozx's solution](#)

151.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[2sozx's solution](#)

152.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[2sozx's solution](#)

153.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[2sozx's solution](#)

154.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[2sozx's solution](#)

155.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[2sozx's solution](#)

156.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: implementation, strings

[2sozx's solution](#)

157.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[2sozx's solution](#)

158.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[2sozx's solution](#)

159.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[2sozx's solution](#)

160.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[2sozx's solution](#)

161.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: implementation, math

[2sozx's solution](#)

162.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[2sozx's solution](#)

163.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[2sozx's solution](#)

164.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[2sozx's solution](#)

165.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[2sozx's solution](#)

166.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[2sozx's solution](#)

167.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[2sozx's solution](#)

168.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[2sozx's solution](#)

169.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[2sozx's solution](#)

170.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[2sozx's solution](#)

171.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[2sozx's solution](#)

172.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[2sozx's solution](#)

173.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[2sozx's solution](#)

174.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[2sozx's solution](#)

175.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[2sozx's solution](#)

176.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[2sozx's solution](#)

177.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[2sozx's solution](#)

178.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[2sozx's solution](#)

179.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[2sozx's solution](#)

180.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[2sozx's solution](#)

181.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[2sozx's solution](#)

182.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[2sozx's solution](#)

183.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[2sozx's solution](#)

184.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[2sozx's solution](#)

185.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[2sozx's solution](#)

186.

1341C

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

Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[2sozx's solution](#)

187.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[2sozx's solution](#)

188.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[2sozx's solution](#)

189.

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[2sozx's solution](#)

190.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[2sozx's solution](#)

191.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[2sozx's solution](#)

192.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[2sozx's solution](#)

193.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[2sozx's solution](#)

194.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[2sozx's solution](#)

195.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[2sozx's solution](#)

196.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[2sozx's solution](#)

197.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[2sozx's solution](#)

198.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[2sozx's solution](#)

199.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[2sozx's solution](#)

200.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[2sozx's solution](#)

201.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[2sozx's solution](#)

202.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[2sozx's solution](#)

203.

1389B

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204.

1371D

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205.

1373D

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206.

1358C

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1363C

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1349A

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1344A

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1348C

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1342C

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1336A

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1334C

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1327C

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1321C

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126B

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227.

1430D

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1406C

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231.

1381A2

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1395D

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1313C2

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1574D

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297.

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301.

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302.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[2sozx's solution](#)

303.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2020-06-30 · GNU C++11 (first AC) · Tags: binary search, dp

[2sozx's solution](#)

304.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[2sozx's solution](#)

305.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[2sozx's solution](#)

306.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[2sozx's solution](#)

307.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[2sozx's solution](#)

308.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[2sozx's solution](#)

309.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[2sozx's solution](#)

310.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[2sozx's solution](#)

311.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[2sozx's solution](#)

312.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, greedy
[2sozx's solution](#)

313.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[2sozx's solution](#)

314.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[2sozx's solution](#)

315.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[2sozx's solution](#)

316.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[2sozx's solution](#)

317.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[2sozx's solution](#)

318.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[2sozx's solution](#)

319.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[2sozx's solution](#)

320.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[2sozx's solution](#)

321.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar

[2sozx's solution](#)

322.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[2sozx's solution](#)

323.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[2sozx's solution](#)

324.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[2sozx's solution](#)

325.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[2sozx's solution](#)

326.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[2sozx's solution](#)

327.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: dp, greedy

[2sozx's solution](#)

328.

1343E

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

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[2sozx's solution](#)

329.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, math, sortings

[2sozx's solution](#)

330.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[2sozx's solution](#)

331.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, probabilities

[2sozx's solution](#)

332.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[2sozx's solution](#)

333.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[2sozx's solution](#)

334.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[2sozx's solution](#)

335.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[2sozx's solution](#)

336.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[2sozx's solution](#)

337.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[2sozx's solution](#)

338.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[2sozx's solution](#)

339.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[2sozx's solution](#)

340.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[2sozx's solution](#)

341.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[2sozx's solution](#)

342.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[2sozx's solution](#)

343.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[2sozx's solution](#)

344.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs
[2sozx's solution](#)

345.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[2sozx's solution](#)

346.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[2sozx's solution](#)

347.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[2sozx's solution](#)

348.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[2sozx's solution](#)

349.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive

algorithms, divide and conquer, math

[2sozx's solution](#)

350.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: greedy

[2sozx's solution](#)

351.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[2sozx's solution](#)

352.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[2sozx's solution](#)

353.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, shortest paths

[2sozx's solution](#)

354.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[2sozx's solution](#)

355.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[2sozx's solution](#)

356.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[2sozx's solution](#)

357.

1395E

[Boboniu Walks on Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, hashing

[2sozx's solution](#)

358.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[2sozx's solution](#)

359.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[2sozx's solution](#)

360.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[2sozx's solution](#)

361.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[2sozx's solution](#)

362.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[2sozx's solution](#)

363.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[2sozx's solution](#)

364.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[2sozx's solution](#)

365.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[2sozx's solution](#)

366.

1773I

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

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

[2sozx's solution](#)

367.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[2sozx's solution](#)

368.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[2sozx's solution](#)

369.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[2sozx's solution](#)

370.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[2sozx's solution](#)

371.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[2sozx's solution](#)

372.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[2sozx's solution](#)

373.

1445E

[Team-Building](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[2sozx's solution](#)

374.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[2sozx's solution](#)

375.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-04-15 · last AC: 2020-04-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[2sozx's solution](#)

376.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[2sozx's solution](#)

377.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[2sozx's solution](#)

378.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[2sozx's solution](#)

379.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[2sozx's solution](#)

380.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp
[2sozx's solution](#)

381.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math
[2sozx's solution](#)

382.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[2sozx's solution](#)

383.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[2sozx's solution](#)

384.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, sortings
[2sozx's solution](#)

385.

549E

[Sasha Circle](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[2sozx's solution](#)

386.

1388E

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

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings
[2sozx's solution](#)

387.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[2sozx's solution](#)

388.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[2sozx's solution](#)

389.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[2sozx's solution](#)

390.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[2sozx's solution](#)

391.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[2sozx's solution](#)

392.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[2sozx's solution](#)

393.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[2sozx's solution](#)

394.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[2sozx's solution](#)

395.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[2sozx's solution](#)

396.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[2sozx's solution](#)

397.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[2sozx's solution](#)

398.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-22 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, geometry, math

[2sozx's solution](#)

399.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[2sozx's solution](#)

400.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[2sozx's solution](#)

401.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees
[2sozx's solution](#)

402.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[2sozx's solution](#)

403.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings
[2sozx's solution](#)

404.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[2sozx's solution](#)

405.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-05-21 · last AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees
[2sozx's solution](#)

406.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[2sozx's solution](#)

407.

674G

[Choosing Ads](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[2sozx's solution](#)

408.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[2sozx's solution](#)

409.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[2sozx's solution](#)

410.

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[2sozx's solution](#)

411.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[2sozx's solution](#)

412.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

413.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[2sozx's solution](#)

414.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

415.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

416.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

417.

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

418.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

419.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

420.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

421.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[2sozx's solution](#)

422.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

423.

104128I

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

Rating: — · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

424.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

425.

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

426.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

427.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

428.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[2sozx's solution](#)

429.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

430.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

431.

104787D

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

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

432.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

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

[2sozx's solution](#)

433.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

434.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

435.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

436.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

437.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

438.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

439.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

440.

102482K

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

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

441.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

442.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

443.

101471A

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

Rating: — · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[2sozx's solution](#)

444.

101471C

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

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

445.

101471D

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

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

446.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

447.

101471I

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

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

448.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[2sozx's solution](#)

449.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

450.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

451.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

452.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

453.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

454.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[2sozx's solution](#)

455.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

456.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

457.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

458.

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

459.

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

460.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

461.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

462.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

463.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

464.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

465.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

466.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · Java 17 (first AC) · Tags: —

[2sozx's solution](#)

467.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

468.

104021N

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

Rating: — · first AC: 2022-11-19 · PHP (first AC) · Tags: —

[2sozx's solution](#)

469.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

470.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

471.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

472.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

473.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

474.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

475.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

476.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

477.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

478.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

479.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

480.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

481.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

482.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

483.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

484.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

485.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

486.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

487.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

488.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

489.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

490.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

491.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

492.

103964L

[Huatuos Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

493.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

494.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

495.

102916H

[Video Reviews - 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

496.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

497.

102916M

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

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

498.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

499.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

500.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

501.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

502.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

503.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

504.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

505.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

506.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

507.

100917B

[Battle Mage](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[2sozx's solution](#)

508.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

509.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

510.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[2sozx's solution](#)

511.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

512.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

513.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

514.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

515.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[2sozx's solution](#)

516.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[2sozx's solution](#)

517.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[2sozx's solution](#)

518.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[2sozx's solution](#)

519.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[2sozx's solution](#)

520.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search

[2sozx's solution](#)

521.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[2sozx's solution](#)

522.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[2sozx's solution](#)

523.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[2sozx's solution](#)

524.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[2sozx's solution](#)

525.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

526.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

527.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

528.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

529.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

530.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

531.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

532.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[2sozx's solution](#)

533.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

534.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

535.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

536.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

537.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

538.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

539.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

540.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

541.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

542.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

543.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

544.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

545.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

546.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

547.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

548.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

549.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

550.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

551.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

552.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

553.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

554.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

555.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

556.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

557.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

558.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

559.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

560.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

561.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

562.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

563.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

564.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

565.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

566.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

567.

103069A

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

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

568.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

569.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

570.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

571.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

572.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

573.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

574.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

575.

103447F

[Master Spark](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

576.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

577.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

578.

103447B

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

Rating: — · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

579.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

580.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

581.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

582.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

583.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

584.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

585.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

586.

102114A

[Always Online](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

587.

102114H

[Hills And Valleys](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

588.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

589.

102114B

[Beautiful Now](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

590.

102114E

[Everything Has Changed](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

591.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

592.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

593.

102253L

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

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

594.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

595.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

596.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

597.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

598.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

599.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

600.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

601.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

602.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

603.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

604.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

605.

103443D

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

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

606.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

607.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

608.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

609.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

610.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

611.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

612.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

613.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

614.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

615.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

616.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

617.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

618.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

619.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

620.

102001E

[Artilleries and Defensive Walls](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · last AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

621.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

622.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

623.

102001J

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

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

624.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

625.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

626.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[2sozx's solution](#)

627.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[2sozx's solution](#)

628.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

629.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

630.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

631.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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632.

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633.

103486E

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634.

103486M

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635.

103486B

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636.

103486A

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637.

103428H

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638.

103428E

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639.

103428I

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103428F

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645.

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646.

103409J

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647.

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103409E

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103409I

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653.

103409A

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654.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

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655.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

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656.

102056I

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657.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

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658.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

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659.

102391B

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660.

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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661.

102391I

[Minimum Diameter Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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662.

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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663.

102391G

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

Rating: — · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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664.

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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665.

103389E

[World, R](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[2sozx's solution](#)

666.

103389B

[e; 2oria](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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667.

103389C

[Pufal](#)

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668.

103389I

[TuvSan of](#)

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669.

103389G

[3G-Qutorial](#)

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670.

103389K

[TonPa8b](#)

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671.

103389D

[OtuSi](#)

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672.

103389A

[QINogai](#)

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673.

103371A

[Automatic Sprayer 2 · Tutorial](#)

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674.

103371C

[Equivalent Pipelines · Tutorial](#)

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675.

103371H

[Or Machine · Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

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676.

103371J

[Periodic Ruler](#) · [Tutorial](#)

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677.

102759A

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

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678.

102759D

[Just Meeting](#) · [Tutorial](#)

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679.

102759J

[Remote Control](#) · [Tutorial](#)

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680.

102759F

[Interval Graph](#) · [Tutorial](#)

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681.

102759H

[Alchemy](#) · [Tutorial](#)

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682.

102759K

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683.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

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684.

101612G

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685.

101612E

[Equal Numbers](#) · [Tutorial](#)

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686.

101612L

[Little Difference](#) · [Tutorial](#)

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687.

101612C

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688.

101612K

[Kotlin Island](#) · [Tutorial](#)

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689.

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690.

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691.

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692.

103329H

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693.

103329G

[Power Station of Art](#) · [Tutorial](#)

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694.

103329D

[Decomposition](#) · [Tutorial](#)

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695.

103329A

[Yes, Prime Minister](#) · [Tutorial](#)

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696.

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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697.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

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698.

101137B

[Blocking Buffer](#) · [Tutorial](#)

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699.

101137L

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700.

101137A

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701.

100520A

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702.

100520D

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703.

100520F

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704.

100520B

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705.

100520K

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706.

102394B

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707.

102394C

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708.

102394E

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709.

102394I

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710.

102394F

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711.

102394K

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712.

102394J

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713.

103202H

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714.

103202I

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715.

103202D

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

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716.

103202K

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717.

103202M

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718.

103202F

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719.

103202G

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720.

101173G

[Geohash Grid](#) · [Tutorial](#)

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721.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

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722.

101981M

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723.

101981D

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724.

101981K

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725.

101981I

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726.

101981G

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727.

101981J

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728.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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729.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: —

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730.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

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731.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: —

[2sozx's solution](#)

732.

102028E

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

Rating: — · first AC: 2021-05-26 · Java 11 (first AC) · Tags: —

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733.

102028D

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734.

102028I

[Distance](#) · [Tutorial](#)

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735.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

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736.

101190E

[Expect to Wait](#) · [Tutorial](#)

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737.

101190J

[Jenga Boom](#) · [Tutorial](#)

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738.

101190A

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Rating: — · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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739.

101190H

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740.

101190F

[Foreign Postcards](#) · [Tutorial](#)

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741.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

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742.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

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743.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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744.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

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745.

101955C

[Insertion Sort](#) · [Tutorial](#)

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746.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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747.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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748.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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749.

101630A

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

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750.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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