

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

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# Unique solved — 998batrr

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

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

Filters: none

Count: 2,078

1.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)  
[998batrr's solution](#)

2.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [sortings](#)  
[998batrr's solution](#)

3.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#)  
[998batrr's solution](#)

4.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: [games](#), [math](#)  
[998batrr's solution](#)

5.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [math](#)  
[998batrr's solution](#)

6.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#)  
[998batrr's solution](#)

7.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [math](#)  
[998batrr's solution](#)

8.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#), [implementation](#), [math](#), [number theory](#)  
[998batrr's solution](#)

9.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: [implementation](#), [math](#)  
[998batrr's solution](#)

**10.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: strings

[998batrr's solution](#)

**11.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[998batrr's solution](#)

**12.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[998batrr's solution](#)

**13.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,346 global accepts · Rating: 800 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math

[998batrr's solution](#)

**14.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[998batrr's solution](#)

**15.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[998batrr's solution](#)

**16.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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**17.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[998batrr's solution](#)

**18.**

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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**19.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**20.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[998batrr's solution](#)

**21.**

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

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**22.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[998batrr's solution](#)

**23.**

1769A

[B47C0D0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

[998batrr's solution](#)

**24.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[998batrr's solution](#)

**25.**

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[998batrr's solution](#)

**26.**

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[998batrr's solution](#)

**27.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[998batrr's solution](#)

**28.**

1241A

[CME](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[998batrr's solution](#)

**29.**

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[998batrr's solution](#)

**30.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[998batrr's solution](#)

**31.**

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[998batrr's solution](#)

**32.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · Java 8 (first AC) · Tags: greedy, implementation, math

[998batrr's solution](#)

**33.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[998batrr's solution](#)

**34.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[998batrr's solution](#)

**35.**

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[998batrr's solution](#)

**36.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[998batrr's solution](#)

**37.**

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**38.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**39.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**40.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**41.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**42.**

1005A

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

Quality: 27,493 global accepts · Rating: 800 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**43.**

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: implementation, sortings

[998batrr's solution](#)

**44.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**45.**

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**46.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**47.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[998batrr's solution](#)

**48.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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**49.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,707 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[998batrr's solution](#)

**50.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**51.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[998batrr's solution](#)

**52.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**53.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[998batrr's solution](#)

**54.**

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,097 global accepts · Rating: 800 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[998batrr's solution](#)

**55.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[998batrr's solution](#)

**56.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[998batrr's solution](#)

**57.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**58.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[998batrr's solution](#)

**59.**

785A

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

Quality: 110,950 global accepts · Rating: 800 · first AC: 2017-11-02 · GNU C++11 (first AC) · Tags: implementation, strings

[998batrr's solution](#)

**60.**

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-13 · GNU C++ (first AC) · Tags: implementation

[998batrr's solution](#)

**61.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: implementation

[998batrr's solution](#)

**62.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**63.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[998batrr's solution](#)

**64.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[998batrr's solution](#)

**65.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, interactive  
[998batrr's solution](#)

**66.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
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**67.**

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[998batrr's solution](#)

**68.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[998batrr's solution](#)

**69.**

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**70.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[998batrr's solution](#)

**71.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,386 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[998batrr's solution](#)

**72.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · last AC: 2018-07-06 · GNU C++11 (first AC) · Tags: implementation  
[998batrr's solution](#)

**73.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: greedy, sortings  
[998batrr's solution](#)

**74.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**75.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[998batrr's solution](#)

**76.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[998batrr's solution](#)

**77.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[998batrr's solution](#)

**78.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[998batrr's solution](#)

**79.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**80.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[998batrr's solution](#)

**81.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**82.**

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[998batrr's solution](#)

**83.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**84.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[998batrr's solution](#)

**85.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**86.**

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: brute force, implementation

[998batrr's solution](#)

**87.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[998batrr's solution](#)

**88.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[998batrr's solution](#)

**89.**

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[998batrr's solution](#)

**90.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[998batrr's solution](#)

**91.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[998batrr's solution](#)

**92.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[998batrr's solution](#)

**93.**

1781B

[Going to the Cinema](#) · [Tutorial](#)

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[998batrr's solution](#)

**94.**

1769B1

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Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation, math

[998batrr's solution](#)

**95.**

1765M

[Minimum LCM](#) · [Tutorial](#)

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

[998batrr's solution](#)

**96.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[998batrr's solution](#)

**97.**

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[998batrr's solution](#)

**98.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[998batrr's solution](#)

**99.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[998batrr's solution](#)

**100.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[998batrr's solution](#)

**101.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: math  
[998batrr's solution](#)

**102.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**103.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers  
[998batrr's solution](#)

**104.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[998batrr's solution](#)

**105.**

1241B

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

Rating: 1000 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[998batrr's solution](#)

**106.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**107.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[998batrr's solution](#)

**108.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[998batrr's solution](#)

**109.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[998batrr's solution](#)

**110.**

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[998batrr's solution](#)

**111.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**112.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[998batrr's solution](#)

**113.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[998batrr's solution](#)

**114.**

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: implementation

[998batrr's solution](#)

**115.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[998batrr's solution](#)

**116.**

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[998batrr's solution](#)

**117.**

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: math

[998batrr's solution](#)

**118.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998battr's solution](#)

**119.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[998battr's solution](#)

**120.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[998battr's solution](#)

**121.**

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998battr's solution](#)

**122.**

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[998battr's solution](#)

**123.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: implementation, sortings

[998battr's solution](#)

**124.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[998battr's solution](#)

**125.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[998battr's solution](#)

**126.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[998battr's solution](#)

**127.**

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[998battr's solution](#)

**128.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[998battr's solution](#)

**129.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[998battr's solution](#)

**130.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[998battr's solution](#)

**131.**

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998battr's solution](#)

**132.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[998battr's solution](#)

**133.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[998battr's solution](#)

**134.**

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[998battr's solution](#)

**135.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998battr's solution](#)

**136.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[998battr's solution](#)

**137.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[998battr's solution](#)

**138.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[998battr's solution](#)

**139.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[998battr's solution](#)

**140.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998battr's solution](#)

**141.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[998battr's solution](#)

**142.**

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[998battr's solution](#)

**143.**

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[998battr's solution](#)

**144.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[998battr's solution](#)

**145.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[998battr's solution](#)

**146.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[998battr's solution](#)

**147.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[998battr's solution](#)

**148.**

1769C1

[A65001D CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp, greedy

[998battr's solution](#)

**149.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[998battr's solution](#)

**150.**

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[998battr's solution](#)

**151.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[998batrr's solution](#)

**152.**

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**153.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**154.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[998batrr's solution](#)

**155.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[998batrr's solution](#)

**156.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[998batrr's solution](#)

**157.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[998batrr's solution](#)

**158.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[998batrr's solution](#)

**159.**

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[998batrr's solution](#)

**160.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**161.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[998batrr's solution](#)

**162.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**163.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[998batrr's solution](#)

**164.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[998batrr's solution](#)

**165.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**166.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, strings

[998batrr's solution](#)

**167.**

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[998batrr's solution](#)

**168.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,062 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[998batrr's solution](#)

**169.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**170.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[998batrr's solution](#)

**171.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[998batrr's solution](#)

**172.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[998batrr's solution](#)

**173.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[998batrr's solution](#)

**174.**

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[998batrr's solution](#)

**175.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[998batrr's solution](#)

**176.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[998batrr's solution](#)

**177.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[998batrr's solution](#)

**178.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[998batrr's solution](#)

**179.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[998batrr's solution](#)

**180.**

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[998batrr's solution](#)

**181.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[998batrr's solution](#)

**182.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[998batrr's solution](#)

**183.**

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[998battrr's solution](#)

**184.**

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[998battrr's solution](#)

**185.**

1769C2

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Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp

[998battrr's solution](#)

**186.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[998battrr's solution](#)

**187.**

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[998battrr's solution](#)

**188.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[998battrr's solution](#)

**189.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[998battrr's solution](#)

**190.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[998battrr's solution](#)

**191.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[998battrr's solution](#)

**192.**

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[998battrr's solution](#)

**193.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[998battrr's solution](#)

**194.**

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-25 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[998batrr's solution](#)

**195.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[998batrr's solution](#)

**196.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[998batrr's solution](#)

**197.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[998batrr's solution](#)

**198.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[998batrr's solution](#)

**199.**

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[998batrr's solution](#)

**200.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[998batrr's solution](#)

**201.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[998batrr's solution](#)

**202.**

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · last AC: 2018-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[998batrr's solution](#)

**203.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[998batrr's solution](#)

**204.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[998batrr's solution](#)

**205.**

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[998batrr's solution](#)

**206.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings  
[998batrr's solution](#)

**207.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar  
[998batrr's solution](#)

**208.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[998batrr's solution](#)

**209.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[998batrr's solution](#)

**210.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-16 · GNU C++11 (first AC) · Tags: implementation  
[998batrr's solution](#)

**211.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[998batrr's solution](#)

**212.**

904A

[Masha and Bears](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**213.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math  
[998batrr's solution](#)

**214.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[998batrr's solution](#)

**215.**

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[998battr's solution](#)

**216.**

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[998battr's solution](#)

**217.**

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[998battr's solution](#)

**218.**

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2017-10-06 · GNU C++ (first AC) · Tags: implementation

[998battr's solution](#)

**219.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[998battr's solution](#)

**220.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[998battr's solution](#)

**221.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[998battr's solution](#)

**222.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[998battr's solution](#)

**223.**

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[998battr's solution](#)

**224.**

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[998battr's solution](#)

**225.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[998battr's solution](#)

**226.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[998batrr's solution](#)

**227.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[998batrr's solution](#)

**228.**

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

[998batrr's solution](#)

**229.**

1769B2

[A > C08D | > C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, binary search, brute force, math

[998batrr's solution](#)

**230.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[998batrr's solution](#)

**231.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[998batrr's solution](#)

**232.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[998batrr's solution](#)

**233.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998batrr's solution](#)

**234.**

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[998batrr's solution](#)

**235.**

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[998batrr's solution](#)

**236.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[998battr's solution](#)

**237.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · last AC: 2018-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[998battr's solution](#)

**238.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[998battr's solution](#)

**239.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[998battr's solution](#)

**240.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[998battr's solution](#)

**241.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[998battr's solution](#)

**242.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[998battr's solution](#)

**243.**

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998battr's solution](#)

**244.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp

[998battr's solution](#)

**245.**

934A

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

Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[998battr's solution](#)

**246.**

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[998battr's solution](#)

**247.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory  
[998battr's solution](#)

**248.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
[998battr's solution](#)

**249.**

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**250.**

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[998battr's solution](#)

**251.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[998battr's solution](#)

**252.**

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2017-10-18 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search  
[998battr's solution](#)

**253.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings  
[998battr's solution](#)

**254.**

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings  
[998battr's solution](#)

**255.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[998battr's solution](#)

**256.**

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation  
[998battr's solution](#)

**257.**

1876B

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

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

[998battr's solution](#)

**258.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[998battr's solution](#)

**259.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[998battr's solution](#)

**260.**

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

[998battr's solution](#)

**261.**

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

[998battr's solution](#)

**262.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[998battr's solution](#)

**263.**

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[998battr's solution](#)

**264.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[998battr's solution](#)

**265.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[998battr's solution](#)

**266.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[998battr's solution](#)

**267.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[998battr's solution](#)

**268.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[998battr's solution](#)

**269.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[998battr's solution](#)

**270.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[998battr's solution](#)

**271.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[998battr's solution](#)

**272.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[998battr's solution](#)

**273.**

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[998battr's solution](#)

**274.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[998battr's solution](#)

**275.**

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[998battr's solution](#)

**276.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[998battr's solution](#)

**277.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[998battr's solution](#)

**278.**

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: dp, greedy

[998battr's solution](#)

**279.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: binary search, implementation

[998battr's solution](#)

**280.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[998battr's solution](#)

**281.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[998battr's solution](#)

**282.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[998battr's solution](#)

**283.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[998battr's solution](#)

**284.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[998battr's solution](#)

**285.**

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[998battr's solution](#)

**286.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[998battr's solution](#)

**287.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[998battr's solution](#)

**288.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2018-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[998batrr's solution](#)

**289.**

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[998batrr's solution](#)

**290.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[998batrr's solution](#)

**291.**

275C

[k-Multiple Free Set](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-23 · last AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[998batrr's solution](#)

**292.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[998batrr's solution](#)

**293.**

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[998batrr's solution](#)

**294.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[998batrr's solution](#)

**295.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**296.**

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[998batrr's solution](#)

**297.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[998batrr's solution](#)

**298.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[998batrr's solution](#)

**299.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[998battr's solution](#)

**300.**

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[998battr's solution](#)

**301.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation, number theory

[998battr's solution](#)

**302.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[998battr's solution](#)

**303.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[998battr's solution](#)

**304.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[998battr's solution](#)

**305.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[998battr's solution](#)

**306.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

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**307.**

1290A

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**308.**

1252C

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**309.**

1251C

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**310.**

1240A

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Rating: 1600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

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**311.**

1234D

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Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**312.**

1112B

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**313.**

1045I

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Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

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**314.**

1033C

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**315.**

1028C

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**316.**

722C

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**317.**

1017C

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**318.**

1006E

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**319.**

992C

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

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: math

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**320.**

992B

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**321.**

993A

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Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

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**322.**

986A

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**323.**

979C

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**324.**

980B

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**325.**

966A

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**326.**

962D

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**327.**

924B

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**328.**

923B

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**329.**

949A

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**330.**

930B

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Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[998batrr's solution](#)

**331.**

935C

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**332.**

939D

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[998battr's solution](#)

**333.**

932C

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**334.**

375B

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Quality: 5,430 global accepts · Rating: 1600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, sortings

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**335.**

407B

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Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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**336.**

429B

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**337.**

231D

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**338.**

246D

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**339.**

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

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**340.**

904C

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Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: strings

[998battr's solution](#)

**341.**

898E

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**342.**

2052F

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[998battr's solution](#)

**343.**

1942C2

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**344.**

1936A

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**345.**

1930C

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

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**346.**

1916D

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**347.**

1896D

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**348.**

1898C

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**349.**

1893B

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**350.**

1868B1

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**351.**

1864D

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**352.**

1835A

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**353.**

1810D

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**354.**

1765D

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**355.**

1578H

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**356.**

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**357.**

1340B

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**358.**

1336B

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**359.**

1329B

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1320B

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**361.**

1256C

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Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**362.**

1237C1

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**363.**

1229A

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**364.**

1209D

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**365.**

1093D

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**366.**

1032C

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**367.**

1043D

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1073D

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**369.**

1037D

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**370.**

1023D

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**371.**

1019A

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**372.**

1009D

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**373.**

983A

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**374.**

980C

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977F

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**376.**

966B

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**377.**

960C

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**378.**

924C

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**379.**

131E

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**380.**

923A

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**381.**

949B

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**382.**

936A

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**383.**

938C

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**384.**

917B

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**385.**

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**386.**

295B

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**387.**

126B

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**388.**

276D

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Quality: 16,370 global accepts · Rating: 1700 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[998batrr's solution](#)

**389.**

118D

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**390.**

489D

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[998batrr's solution](#)

**391.**

493D

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Quality: 10,201 global accepts · Rating: 1700 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math

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**392.**

339D

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Quality: 32,549 global accepts · Rating: 1700 · first AC: 2017-12-06 · last AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[998batrr's solution](#)

**393.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**394.**

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[998batrr's solution](#)

**395.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

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**396.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[998batrr's solution](#)

**397.**

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1700 · first AC: 2017-10-18 · GNU C++ (first AC) · Tags: binary search, sortings, ternary search, two pointers

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**398.**

1949I

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**399.**

1930D1

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**400.**

1912K

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Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

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**401.**

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

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**402.**

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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**403.**

1852B

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Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[998batrr's solution](#)

**404.**

1852A

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[998batrr's solution](#)

**405.**

1824B1

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[998batrr's solution](#)

**406.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[998batrr's solution](#)

**407.**

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[998batrr's solution](#)

**408.**

1769D1

[A,3D0C! CT2DôBC^C I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, dp

[998batrr's solution](#)

**409.**

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[998batrr's solution](#)

**410.**

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[998batrr's solution](#)

**411.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[998batrr's solution](#)

**412.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[998batrr's solution](#)

**413.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[998batrr's solution](#)

**414.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[998batrr's solution](#)

**415.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[998batrr's solution](#)

**416.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[998batrr's solution](#)

**417.**

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[998batrr's solution](#)

**418.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[998batrr's solution](#)

**419.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[998batrr's solution](#)

**420.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[998batrr's solution](#)

**421.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**422.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-25 · Java 8 (first AC) · Tags: brute force, math, number theory

[998batrr's solution](#)

**423.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[998batrr's solution](#)

**424.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[998battrr's solution](#)

**425.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[998battrr's solution](#)

**426.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[998battrr's solution](#)

**427.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[998battrr's solution](#)

**428.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[998battrr's solution](#)

**429.**

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math

[998battrr's solution](#)

**430.**

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[998battrr's solution](#)

**431.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[998battrr's solution](#)

**432.**

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[998battrr's solution](#)

**433.**

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[998battrr's solution](#)

**434.**

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[998battrr's solution](#)

**435.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[998batrr's solution](#)

**436.**

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[998batrr's solution](#)

**437.**

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[998batrr's solution](#)

**438.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[998batrr's solution](#)

**439.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,011 global accepts · Rating: 1800 · first AC: 2018-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[998batrr's solution](#)

**440.**

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[998batrr's solution](#)

**441.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-29 · last AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[998batrr's solution](#)

**442.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[998batrr's solution](#)

**443.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[998batrr's solution](#)

**444.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[998batrr's solution](#)

**445.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**446.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[998batrr's solution](#)

**447.**

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

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**448.**

1912D

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Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math

[998batrr's solution](#)

**449.**

1912A

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Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[998batrr's solution](#)

**450.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[998batrr's solution](#)

**451.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[998batrr's solution](#)

**452.**

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[998batrr's solution](#)

**453.**

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[998batrr's solution](#)

**454.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[998batrr's solution](#)

**455.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[998batrr's solution](#)

**456.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[998battr's solution](#)

**457.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[998battr's solution](#)

**458.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[998battr's solution](#)

**459.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[998battr's solution](#)

**460.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[998battr's solution](#)

**461.**

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[998battr's solution](#)

**462.**

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[998battr's solution](#)

**463.**

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[998battr's solution](#)

**464.**

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[998battr's solution](#)

**465.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[998battr's solution](#)

**466.**

1112C

[Diana and Liana](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

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**467.**

1032D

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

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[998batrr's solution](#)

**468.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[998batrr's solution](#)

**469.**

1043E

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

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[998batrr's solution](#)

**470.**

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[998batrr's solution](#)

**471.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[998batrr's solution](#)

**472.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[998batrr's solution](#)

**473.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[998batrr's solution](#)

**474.**

999D

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

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[998batrr's solution](#)

**475.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[998batrr's solution](#)

**476.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[998batrr's solution](#)

**477.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[998batrr's solution](#)

**478.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[998batrr's solution](#)

**479.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[998batrr's solution](#)

**480.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[998batrr's solution](#)

**481.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[998batrr's solution](#)

**482.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[998batrr's solution](#)

**483.**

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[998batrr's solution](#)

**484.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[998batrr's solution](#)

**485.**

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, graphs, implementation

[998batrr's solution](#)

**486.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[998batrr's solution](#)

**487.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[998batrr's solution](#)

**488.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[998batrr's solution](#)

**489.**

1943B

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

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

[998batrr's solution](#)

**490.**

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[998batrr's solution](#)

**491.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[998batrr's solution](#)

**492.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[998batrr's solution](#)

**493.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[998batrr's solution](#)

**494.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[998batrr's solution](#)

**495.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[998batrr's solution](#)

**496.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[998batrr's solution](#)

**497.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[998battr's solution](#)

**498.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[998battr's solution](#)

**499.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[998battr's solution](#)

**500.**

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[998battr's solution](#)

**501.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[998battr's solution](#)

**502.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[998battr's solution](#)

**503.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[998battr's solution](#)

**504.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[998battr's solution](#)

**505.**

1234E

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

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**506.**

1229B

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**507.**

1209G1

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**508.**

1209E1

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**509.**

641E

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**510.**

1088D

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**511.**

1033D

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**512.**

1019B

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**513.**

34E

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**514.**

216E

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**515.**

1009E

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999F

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**517.**

999E

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**518.**

340E

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**519.**

251C

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**520.**

237E

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**521.**

137E

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**522.**

975D

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**523.**

963B

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**524.**

87C

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**525.**

258C

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**526.**

156C

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**527.**

128C

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**528.**

264C

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**529.**

242E

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**530.**

383C

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380C

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**532.**

864E

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**533.**

938D

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**534.**

934D

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**535.**

27E

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478D

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**537.**

451D

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**538.**

911E

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Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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**539.**

900D

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**541.**

749D

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Quality: 2,711 global accepts · Rating: 2000 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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**542.**

2052D

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**543.**

1938J

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**544.**

1942D

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**545.**

1930D2

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1924B

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**547.**

1919D

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**548.**

1920E

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**549.**

1906F

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**550.**

1912B

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**551.**

1896E

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**552.**

1575L

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**553.**

1866G

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**554.**

1866H

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**555.**

1876C

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**556.**

1868B2

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**557.**

1864E

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**558.**

1810E

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**559.**

1801D

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**560.**

1787E

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Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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**561.**

1725F

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**562.**

1666J

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**563.**

1299C

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**564.**

1252G

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1240C

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1218I

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1112D

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1023E

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995A

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1005F

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**578.**

992D

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993C

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**580.**

231E

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439E

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**582.**

400E

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**583.**

220C

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**584.**

985D

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**585.**

985E

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**588.**

145C

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Quality: 2,174 global accepts · Rating: 2100 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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**589.**

286C

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Quality: 1,602 global accepts · Rating: 2100 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**590.**

295C

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Quality: 1,939 global accepts · Rating: 2100 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

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**591.**

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**592.**

414C

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Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

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**593.**

955C

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**594.**

455C

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**595.**

936B

[Sleepy Game](#) · [Tutorial](#)

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**596.**

484B

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**597.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

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**598.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**599.**

1921G

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**600.**

1909F1

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Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

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**601.**

1912E

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Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

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**602.**

1898E

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**603.**

1575K

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[998batrr's solution](#)

**604.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[998batrr's solution](#)

**605.**

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[998batrr's solution](#)

**606.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[998batrr's solution](#)

**607.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[998batrr's solution](#)

**608.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[998batrr's solution](#)

**609.**

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

[998batrr's solution](#)

**610.**

1769D2

[A..3D0C# CT2D6BC#C II](#)

Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force

[998batrr's solution](#)

**611.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[998battr's solution](#)

**612.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[998battr's solution](#)

**613.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[998battr's solution](#)

**614.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[998battr's solution](#)

**615.**

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[998battr's solution](#)

**616.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: \*special, math

[998battr's solution](#)

**617.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[998battr's solution](#)

**618.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[998battr's solution](#)

**619.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[998battr's solution](#)

**620.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[998battr's solution](#)

**621.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[998battr's solution](#)

**622.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[998battr's solution](#)

**623.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, trees

[998battr's solution](#)

**624.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[998battr's solution](#)

**625.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[998battr's solution](#)

**626.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[998battr's solution](#)

**627.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[998battr's solution](#)

**628.**

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[998battr's solution](#)

**629.**

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[998battr's solution](#)

**630.**

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[998battr's solution](#)

**631.**

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[998batrr's solution](#)

**632.**

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[998batrr's solution](#)

**633.**

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[998batrr's solution](#)

**634.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees  
[998batrr's solution](#)

**635.**

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory  
[998batrr's solution](#)

**636.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp  
[998batrr's solution](#)

**637.**

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees  
[998batrr's solution](#)

**638.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[998batrr's solution](#)

**639.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[998batrr's solution](#)

**640.**

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[998batrr's solution](#)

**641.**

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[998battr's solution](#)

**642.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees  
[998battr's solution](#)

**643.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[998battr's solution](#)

**644.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[998battr's solution](#)

**645.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy  
[998battr's solution](#)

**646.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**647.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[998battr's solution](#)

**648.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[998battr's solution](#)

**649.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[998battr's solution](#)

**650.**

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[998battr's solution](#)

**651.**

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[998batrr's solution](#)

**652.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[998batrr's solution](#)

**653.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[998batrr's solution](#)

**654.**

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[998batrr's solution](#)

**655.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[998batrr's solution](#)

**656.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[998batrr's solution](#)

**657.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[998batrr's solution](#)

**658.**

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[998batrr's solution](#)

**659.**

1769D3

[A..3D10falCT2D6BCαC III](#)

Quality: 124 global accepts · Rating: 2300 · first AC: 2022-12-06 · last AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force

[998batrr's solution](#)

**660.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[998batrr's solution](#)

**661.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-31 · last AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[998batrr's solution](#)

**662.**

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[998battrr's solution](#)

**663.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[998battrr's solution](#)

**664.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[998battrr's solution](#)

**665.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[998battrr's solution](#)

**666.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[998battrr's solution](#)

**667.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[998battrr's solution](#)

**668.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[998battrr's solution](#)

**669.**

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[998battrr's solution](#)

**670.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2018-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[998battrr's solution](#)

**671.**

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[998battrr's solution](#)

**672.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[998battr's solution](#)

**673.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[998battr's solution](#)

**674.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[998battr's solution](#)

**675.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[998battr's solution](#)

**676.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[998battr's solution](#)

**677.**

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[998battr's solution](#)

**678.**

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, graphs

[998battr's solution](#)

**679.**

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[998battr's solution](#)

**680.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[998battr's solution](#)

**681.**

488E

[Prefix Product Sequence](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[998battr's solution](#)

**682.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, sortings

[998battr's solution](#)

**683.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2018-01-23 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dfs and similar, dsu, trees

[998batrr's solution](#)

**684.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[998batrr's solution](#)

**685.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[998batrr's solution](#)

**686.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[998batrr's solution](#)

**687.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[998batrr's solution](#)

**688.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[998batrr's solution](#)

**689.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,453 global accepts · Rating: 2300 · first AC: 2018-01-23 · last AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[998batrr's solution](#)

**690.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2018-01-23 · last AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[998batrr's solution](#)

**691.**

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[998batrr's solution](#)

**692.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**693.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**694.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[998batrr's solution](#)

**695.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[998batrr's solution](#)

**696.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[998batrr's solution](#)

**697.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[998batrr's solution](#)

**698.**

1912H

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

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[998batrr's solution](#)

**699.**

1912G

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

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[998batrr's solution](#)

**700.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[998batrr's solution](#)

**701.**

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[998batrr's solution](#)

**702.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[998batrr's solution](#)

**703.**

1866M

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

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[998batrr's solution](#)

**704.**

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[998battr's solution](#)

**705.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[998battr's solution](#)

**706.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[998battr's solution](#)

**707.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[998battr's solution](#)

**708.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[998battr's solution](#)

**709.**

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

[998battr's solution](#)

**710.**

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

[998battr's solution](#)

**711.**

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[998battr's solution](#)

**712.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[998battr's solution](#)

**713.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[998battr's solution](#)

**714.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[998battr's solution](#)

**715.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[998battr's solution](#)

**716.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[998battr's solution](#)

**717.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-31 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[998battr's solution](#)

**718.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[998battr's solution](#)

**719.**

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[998battr's solution](#)

**720.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[998battr's solution](#)

**721.**

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, graphs

[998battr's solution](#)

**722.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-25 · Java 8 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[998battr's solution](#)

**723.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[998battr's solution](#)

**724.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[998batrr's solution](#)

**725.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[998batrr's solution](#)

**726.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[998batrr's solution](#)

**727.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[998batrr's solution](#)

**728.**

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[998batrr's solution](#)

**729.**

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[998batrr's solution](#)

**730.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[998batrr's solution](#)

**731.**

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings

[998batrr's solution](#)

**732.**

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[998batrr's solution](#)

**733.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-14 · last AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[998batrr's solution](#)

**734.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[998batrr's solution](#)

**735.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2018-07-05 · last AC: 2018-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[998battr's solution](#)

### 736.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[998battr's solution](#)

### 737.

329C

[Graph Reconstruction](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[998battr's solution](#)

### 738.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[998battr's solution](#)

### 739.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-06-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[998battr's solution](#)

### 740.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[998battr's solution](#)

### 741.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[998battr's solution](#)

### 742.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[998battr's solution](#)

### 743.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[998battr's solution](#)

### 744.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[998battr's solution](#)

### 745.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[998batrr's solution](#)

**746.**

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-01-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[998batrr's solution](#)

**747.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[998batrr's solution](#)

**748.**

1920F1

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

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[998batrr's solution](#)

**749.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[998batrr's solution](#)

**750.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[998batrr's solution](#)

**751.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[998batrr's solution](#)

**752.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[998batrr's solution](#)

**753.**

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

[998batrr's solution](#)

**754.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[998batrr's solution](#)

**755.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp,

math, number theory, trees

[998batrr's solution](#)

**756.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[998batrr's solution](#)

**757.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[998batrr's solution](#)

**758.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[998batrr's solution](#)

**759.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[998batrr's solution](#)

**760.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[998batrr's solution](#)

**761.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft

[998batrr's solution](#)

**762.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[998batrr's solution](#)

**763.**

1112F

[Power Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[998batrr's solution](#)

**764.**

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[998batrr's solution](#)

**765.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · last AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[998batrr's solution](#)

**766.**

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[998battr's solution](#)

**767.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math  
[998battr's solution](#)

**768.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[998battr's solution](#)

**769.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math  
[998battr's solution](#)

**770.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: binary search, data structures  
[998battr's solution](#)

**771.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math  
[998battr's solution](#)

**772.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[998battr's solution](#)

**773.**

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: divide and conquer, dp  
[998battr's solution](#)

**774.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures  
[998battr's solution](#)

**775.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[998battr's solution](#)

**776.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[998battr's solution](#)

**777.**

1949D

[Funny or Scary? · Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[998battr's solution](#)

**778.**

1919E

[Counting Prefixes · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[998battr's solution](#)

**779.**

1898F

[Vova Escapes the Matrix · Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[998battr's solution](#)

**780.**

1575E

[Eye-Pleasing City Park Tour · Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[998battr's solution](#)

**781.**

1815D

[XOR Counting · Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[998battr's solution](#)

**782.**

1773H

[Hot and Cold · Tutorial](#)

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

[998battr's solution](#)

**783.**

1773D

[Dominoes · Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[998battr's solution](#)

**784.**

1765G

[Guess the String · Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[998battr's solution](#)

**785.**

1765C

[Card Guessing · Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[998battr's solution](#)

**786.**

1423L

[Light switches · Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[998battr's solution](#)

**787.**

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math  
[998batrr's solution](#)

**788.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[998batrr's solution](#)

**789.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[998batrr's solution](#)

**790.**

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing  
[998batrr's solution](#)

**791.**

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[998batrr's solution](#)

**792.**

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[998batrr's solution](#)

**793.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[998batrr's solution](#)

**794.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees  
[998batrr's solution](#)

**795.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-06 · last AC: 2018-07-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer  
[998batrr's solution](#)

**796.**

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[998batrr's solution](#)

**797.**

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: geometry, number theory

[998battr's solution](#)

**798.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[998battr's solution](#)

**799.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[998battr's solution](#)

**800.**

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[998battr's solution](#)

**801.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[998battr's solution](#)

**802.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[998battr's solution](#)

**803.**

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[998battr's solution](#)

**804.**

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation

[998battr's solution](#)

**805.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[998battr's solution](#)

**806.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[998battr's solution](#)

**807.**

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[998batrr's solution](#)

**808.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[998batrr's solution](#)

**809.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[998batrr's solution](#)

**810.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[998batrr's solution](#)

**811.**

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[998batrr's solution](#)

**812.**

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[998batrr's solution](#)

**813.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[998batrr's solution](#)

**814.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[998batrr's solution](#)

**815.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[998batrr's solution](#)

**816.**

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[998batrr's solution](#)

**817.**

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[998batrr's solution](#)

**818.**

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[998battr's solution](#)

**819.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[998battr's solution](#)

**820.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**821.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[998battr's solution](#)

**822.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dp

[998battr's solution](#)

**823.**

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[998battr's solution](#)

**824.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[998battr's solution](#)

**825.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[998battr's solution](#)

**826.**

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[998battr's solution](#)

**827.**

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[998battr's solution](#)

**828.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[998battr's solution](#)

**829.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[998battr's solution](#)

**830.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees  
[998battr's solution](#)

**831.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees  
[998battr's solution](#)

**832.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory  
[998battr's solution](#)

**833.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees  
[998battr's solution](#)

**834.**

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings  
[998battr's solution](#)

**835.**

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees  
[998battr's solution](#)

**836.**

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[998battr's solution](#)

**837.**

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[998battr's solution](#)

**838.**

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[998battr's solution](#)

**839.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[998battr's solution](#)

**840.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[998battr's solution](#)

**841.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-19 · last AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[998battr's solution](#)

**842.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[998battr's solution](#)

**843.**

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2018-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[998battr's solution](#)

**844.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2018-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[998battr's solution](#)

**845.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[998battr's solution](#)

**846.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[998battr's solution](#)

**847.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[998battr's solution](#)

**848.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[998battr's solution](#)

**849.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**850.**

1920F2

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

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[998battr's solution](#)

## 851.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory

[998battr's solution](#)

## 852.

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[998battr's solution](#)

## 853.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[998battr's solution](#)

## 854.

1787G

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

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[998battr's solution](#)

## 855.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[998battr's solution](#)

## 856.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[998battr's solution](#)

## 857.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[998battr's solution](#)

## 858.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[998battr's solution](#)

## 859.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[998battr's solution](#)

## 860.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · last AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[998battr's solution](#)

**861.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[998battr's solution](#)

**862.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[998battr's solution](#)

**863.**

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[998battr's solution](#)

**864.**

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[998battr's solution](#)

**865.**

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[998battr's solution](#)

**866.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft, math

[998battr's solution](#)

**867.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[998battr's solution](#)

**868.**

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[998battr's solution](#)

**869.**

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[998battr's solution](#)

**870.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[998battr's solution](#)

**871.**

1782G

[Diverse Coloring](#) · [Tutorial](#)

Rating: 3200 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[998battr's solution](#)

**872.**

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-08 · last AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[998battr's solution](#)

**873.**

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[998battr's solution](#)

**874.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[998battr's solution](#)

**875.**

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[998battr's solution](#)

**876.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, trees

[998battr's solution](#)

**877.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[998battr's solution](#)

**878.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: games

[998battr's solution](#)

**879.**

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2018-08-15 · last AC: 2018-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[998battr's solution](#)

**880.**

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**881.**

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, two pointers

[998battr's solution](#)

**882.**

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[998battr's solution](#)

**883.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[998battr's solution](#)

**884.**

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[998battr's solution](#)

**885.**

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[998battr's solution](#)

**886.**

1209H

[Moving Walkways](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3300 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[998battr's solution](#)

**887.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[998battr's solution](#)

**888.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, greedy

[998battr's solution](#)

**889.**

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[998battr's solution](#)

**890.**

1773L

[Lisa's Sequences](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 3500 · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[998battr's solution](#)

**891.**

1773C

[Cactus Meets Torus](#) · [Tutorial](#)

Quality: 41 global accepts · Rating: 3500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[998battr's solution](#)

**892.**

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[998battr's solution](#)

**893.**

1237G

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

Quality: 166 global accepts · Rating: 3500 · first AC: 2019-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[998batrr's solution](#)

**894.**

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2019-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[998batrr's solution](#)

**895.**

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees  
[998batrr's solution](#)

**896.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers  
[998batrr's solution](#)

**897.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —  
[998batrr's solution](#)

**898.**

104633C

[Domes](#) · [Tutorial](#)

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**904.**

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**905.**

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**916.**

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**917.**

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**918.**

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**919.**

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**921.**

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**922.**

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**923.**

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**924.**

104782L

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**925.**

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**926.**

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**927.**

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**928.**

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**929.**

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**930.**

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**931.**

104945M

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**932.**

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**933.**

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**934.**

104945L

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**935.**

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**936.**

104945C

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**937.**

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**938.**

104945D

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**939.**

104945A

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**940.**

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**941.**

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**942.**

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**943.**

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**952.**

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**953.**

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**954.**

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**955.**

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**956.**

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**957.**

104857K

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**962.**

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**965.**

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**966.**

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**968.**

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**971.**

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**973.**

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**975.**

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**976.**

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**977.**

104772F

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**978.**

104772E

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**979.**

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**980.**

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**981.**

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**982.**

104772M

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**983.**

104772D

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**984.**

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**985.**

102835K

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**986.**

102835G

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**987.**

102835C

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**988.**

102835I

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**989.**

102835H

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**990.**

102835F

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**991.**

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**992.**

102835M

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**993.**

102835B

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**994.**

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**995.**

103640D

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**996.**

101242J

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**997.**

101242D

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**998.**

101242F

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**999.**

101242I

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**1000.**

101242K

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**1001.**

101242A

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**1002.**

101242B

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**1003.**

101242G

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**1004.**

101242E

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**1005.**

101242C

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**1006.**

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**1007.**

101239B

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**1008.**

101239M

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**1009.**

101239I

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**1010.**

101239E

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**1011.**

101239H

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**1012.**

101239J

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**1013.**

101239C

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**1014.**

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**1015.**

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**1016.**

101239D

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Rating: — · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1017.**

101239A

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Rating: — · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1018.**

101623J

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Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1019.**

101623K

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Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1020.**

101623F

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Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1021.**

101623I

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Rating: — · first AC: 2023-10-02 · last AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1022.**

101623D

[Dunghish](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1023.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1024.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1025.**

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1026.**

104252J

[Joining a Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · last AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1027.**

104252G

[Gravitational Wave Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1028.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1029.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1030.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1031.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1032.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1033.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1034.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1035.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1036.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1037.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1038.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1039.**

104396C

[GG and YY's Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1040.**

104396D

[Star Rail](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1041.**

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1042.**

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1043.**

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1044.**

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1045.**

104396K

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

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1046.**

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1047.**

104396J

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

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1048.**

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1049.**

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1050.**

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1051.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1052.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1053.**

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1054.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1055.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1056.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1057.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1058.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1059.**

103119L

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

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1060.**

104196F

[Growing Some Oobleck](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1061.**

104196K

[Stable Table](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1062.**

104196E

[Gambling Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1063.**

104196I

[Pinned Files](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1064.**

104196L

[Statues](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1065.**

104196M

[Tomb Hater](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1066.**

104196B

[Abridged Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1067.**

104196J

[Recycling](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1068.**

104196G

[Noonerized Spumbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1069.**

104196A

[1s For All](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1070.**

104337G

[Guess the Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1071.**

104337D

[Darkness II](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1072.**

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1073.**

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1074.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1075.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1076.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1077.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1078.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1079.**

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1080.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1081.**

104337M

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

Rating: — · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[998batrr's solution](#)

**1082.**

104094F

[Bob's Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1083.**

104094I

[Soviet Kindergarden](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1084.**

104094L

[Wires Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1085.**

104094G

[Loop around Lake](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1086.**

104094K

[The Fortress Defense](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1087.**

104094B

[GPS Hack](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1088.**

104094D

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1089.**

104094E

[kex](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1090.**

104094C

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1091.**

104094A

[Meeting Near the Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1092.**

103117G

[Hourly Coding Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[998battr's solution](#)

**1093.**

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[998battr's solution](#)

**1094.**

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[998battr's solution](#)

**1095.**

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1096.**

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1097.**

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1098.**

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1099.**

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1100.**

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1101.**

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1102.**

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1103.**

100927C

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1104.**

100927B

[Death Star](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1105.**

100927I

[War of the Empires](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1106.**

100927H

[Vader's Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1107.**

100927A

[Maximal Convex Subset](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1108.**

100927F

[Soldiers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1109.**

100927D

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · PyPy 3 (first AC) · Tags: —

[998batrr's solution](#)

**1110.**

100927E

[Pareto's Domination](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1111.**

100927K

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1112.**

100927G

[Stocks Dynamics](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1113.**

100927J

[One Way](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1114.**

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[998batrr's solution](#)

**1115.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[998batrr's solution](#)

**1116.**

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[998batrr's solution](#)

**1117.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation

[998batrr's solution](#)

**1118.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[998batrr's solution](#)

**1119.**

101156D

[K-th sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1120.**

101156H

[Vucluscr and Mouse](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1121.**

101156F

[Polyomino Packing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1122.**

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1123.**

101156J

[Exclusive OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[998batrr's solution](#)

**1124.**

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1125.**

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1126.**

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1127.**

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1128.**

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1129.**

101156B

[Fill the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1130.**

101156E

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

Rating: — · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1131.**

103145L

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Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1132.**

103145F

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Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1133.**

103145G

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Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1134.**

103145B

[Cypher](#) · [Tutorial](#)

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**1135.**

103145J

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Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1136.**

103145M

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

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1137.**

103145H

[Loneliness](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1138.**

103145D

[Lowbit](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1139.**

103145C

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Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1140.**

103145A

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1141.**

103145I

[Takeaway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1142.**

103145K

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1143.**

103145E

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

Rating: — · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1144.**

104128F

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1145.**

104128L

[Proposition Composition](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1146.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1147.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1148.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1149.**

104128A

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

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1150.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1151.**

104128M

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

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1152.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1153.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1154.**

104128I

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

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[998battr's solution](#)

**1155.**

103118I

[Chemical Code](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1156.**

103118E

[Evaluate Expression](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1157.**

103118L

[Construction of 5G Base Stations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1158.**

103118K

[Piggy Calculator](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1159.**

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1160.**

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1161.**

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1162.**

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1163.**

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1164.**

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1165.**

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1166.**

103427A

[A Bite of Teyvat](#) · [Tutorial](#)

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**1167.**

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1168.**

103427D

[Cross the Maze](#) · [Tutorial](#)

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**1169.**

103427G

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Rating: — · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1170.**

103427M

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**1171.**

103427I

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**1172.**

103427H

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**1173.**

103427L

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

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**1174.**

103427J

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**1175.**

103427F

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**1176.**

103427B

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**1177.**

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**1178.**

103811F

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**1179.**

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**1180.**

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**1181.**

103811H

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**1182.**

103811D

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**1183.**

103811E

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**1184.**

103811J

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**1185.**

103811B

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**1186.**

103811L

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**1187.**

103811I

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**1188.**

103811C

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**1189.**

104118D

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**1190.**

104118B

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**1191.**

104118H

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**1192.**

104118L

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**1193.**

104118E

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**1194.**

104118I

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**1195.**

104118F

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**1196.**

104118J

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**1197.**

104118C

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**1198.**

104118K

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104118A

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**1201.**

103466G

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103466I

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103466E

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103466F

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103466J

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103466C

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103466B

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103466K

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103466H

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103466A

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103443H

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**1212.**

103443E

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**1213.**

103443K

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**1214.**

103443J

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**1215.**

103443L

[Leadfoot](#) · [Tutorial](#)

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**1216.**

103443G

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**1217.**

103443C

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**1218.**

103443I

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**1219.**

103443F

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**1220.**

103443B

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**1221.**

103443D

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**1222.**

103443M

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**1223.**

103443A

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**1224.**

104090H

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**1225.**

104090E

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**1226.**

104090B

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**1227.**

104090M

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**1228.**

104090G

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**1229.**

104090C

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**1230.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1231.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1232.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

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**1233.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1234.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1235.**

103964J

[Walk Around The Campsite](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · last AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1236.**

103964I

[Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1237.**

103964B

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Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1238.**

103964G

[Ancient Go](#) · [Tutorial](#)

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**1239.**

103964K

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Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1240.**

103964H

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**1241.**

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1242.**

103964F

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

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1243.**

103964C

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

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1244.**

103964A

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**1245.**

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1246.**

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1247.**

104076L

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Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1248.**

104076I

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Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1249.**

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1250.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1251.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1252.**

104076D

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Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1253.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1254.**

104076K

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Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1255.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1256.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1257.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1258.**

104021C

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Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1259.**

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1260.**

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1261.**

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1262.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1263.**

104021K

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

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1264.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1265.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1266.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1267.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1268.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · PyPy 3-64 (first AC) · Tags: —  
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**1269.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1270.**

104021N

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

Rating: — · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1271.**

104065K

[Pattern Matching in A Minor "Low Space"](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1272.**

104065I

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Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1273.**

104065E

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Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1274.**

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1275.**

104065H

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Rating: — · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1276.**

104065D

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**1277.**

104065A

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**1278.**

104065M

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**1279.**

104065J

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**1280.**

104065C

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**1281.**

104065G

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**1282.**

104022H

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**1283.**

104022L

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**1284.**

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**1285.**

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**1286.**

104022G

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**1287.**

104022D

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**1288.**

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**1289.**

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**1290.**

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**1291.**

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**1292.**

104022A

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**1293.**

103535B

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**1294.**

103535H

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**1295.**

103535K

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**1296.**

103535C

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**1297.**

103535F

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**1298.**

103535G

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**1299.**

103535D

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**1300.**

103535E

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**1302.**

103535L

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**1303.**

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**1304.**

104077K

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**1305.**

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**1306.**

104077D

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**1307.**

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**1308.**

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**1323.**

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**1324.**

104023M

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**1325.**

104023H

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**1326.**

104023B

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**1327.**

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**1328.**

104023F

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**1329.**

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**1330.**

104023D

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**1331.**

104023K

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**1332.**

104023C

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**1333.**

104023G

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**1334.**

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**1335.**

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**1336.**

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**1337.**

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**1338.**

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**1339.**

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**1340.**

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**1341.**

104064F

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**1342.**

104064D

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**1343.**

104064H

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**1344.**

104064J

[Jet Set](#) · [Tutorial](#)

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**1345.**

104064L

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**1346.**

104064A

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**1347.**

104064G

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**1348.**

104064K

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**1349.**

104012G

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**1350.**

104012H

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**1351.**

104012J

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**1352.**

104012D

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**1353.**

104012M

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**1358.**

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**1360.**

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102803L

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**1370.**

102803C

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**1371.**

102803K

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**1372.**

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**1373.**

102803G

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**1374.**

102803A

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**1375.**

104053D

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**1376.**

104053B

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**1377.**

104053F

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**1378.**

104053I

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**1379.**

104053J

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**1380.**

104053K

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**1381.**

104053C

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**1382.**

104053M

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**1383.**

104053A

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**1384.**

104053H

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**1385.**

104053E

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**1386.**

104053L

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**1387.**

104020H

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**1388.**

104020G

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**1389.**

104020C

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**1390.**

104020D

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**1391.**

104020L

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**1392.**

104020F

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**1393.**

104020I

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**1394.**

104020A

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Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**1395.**

104020B

[Bellevue](#) · [Tutorial](#)

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**1396.**

104020J

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**1397.**

104020E

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**1398.**

104020K

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**1399.**

104008H

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**1400.**

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**1401.**

104008K

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**1402.**

104008J

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**1403.**

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**1404.**

104008G

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**1405.**

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**1406.**

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**1407.**

104008E

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**1408.**

104008M

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**1409.**

104008A

[Lily](#) · [Tutorial](#)

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**1410.**

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**1411.**

103828F

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**1412.**

103828L

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**1413.**

103828D

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**1414.**

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**1415.**

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**1416.**

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**1417.**

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**1418.**

103828N

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**1419.**

103828H

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**1420.**

103828J

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**1421.**

103828M

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**1422.**

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103828E

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**1424.**

103931K

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**1425.**

103931J

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**1426.**

103931B

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**1427.**

103931C

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**1428.**

103931D

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**1429.**

103931L

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**1430.**

103931M

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**1431.**

103931E

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**1432.**

103931I

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**1433.**

103931H

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**1434.**

103931G

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**1435.**

103931A

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**1436.**

103931N

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**1437.**

103640J

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**1438.**

103640M

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**1439.**

103640I

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**1440.**

103640H

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**1441.**

103640F

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**1442.**

103640K

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**1443.**

103957H

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**1444.**

103957C

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**1445.**

103957J

[Dome and Steles](#) · [Tutorial](#)

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**1446.**

103957D

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**1447.**

103957F

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**1448.**

103957L

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**1449.**

103957B

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**1450.**

103957A

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**1451.**

103957M

[November 11th](#) · [Tutorial](#)

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**1452.**

103860E

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**1453.**

103860D

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**1454.**

103860B

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**1455.**

103860K

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**1456.**

103860J

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**1457.**

103860I

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**1458.**

103860G

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**1459.**

103860C

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**1460.**

103860L

[Paid Leave](#) · [Tutorial](#)

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**1461.**

103860A

[Mash](#) · [Tutorial](#)

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**1462.**

103860F

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**1463.**

102134A

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Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1464.**

102134F

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**1465.**

102134G

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**1466.**

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**1467.**

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**1470.**

102134H

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**1471.**

101201E

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**1472.**

101201D

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**1473.**

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**1474.**

101201G

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**1475.**

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**1476.**

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101201I

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**1478.**

101201K

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**1479.**

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**1480.**

101201B

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**1481.**

101201C

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**1482.**

101201A

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**1483.**

103688J

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**1484.**

103688K

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**1485.**

103688B

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Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1486.**

103688D

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**1487.**

103688C

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**1488.**

103688L

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**1489.**

103688G

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**1490.**

103688H

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**1491.**

103688A

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**1492.**

103688F

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**1493.**

103688E

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**1494.**

103688I

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**1495.**

102452A

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**1496.**

102452K

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**1497.**

102452H

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**1498.**

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**1499.**

102452I

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**1500.**

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**1501.**

102452G

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**1502.**

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**1503.**

102452D

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**1504.**

102452B

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**1505.**

103415E

[Mathlab](#) · [Tutorial](#)

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**1506.**

103415G

[Slope](#) · [Tutorial](#)

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**1507.**

103415A

[Math Ball](#) · [Tutorial](#)

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**1508.**

103415K

[Magus Night](#) · [Tutorial](#)

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**1509.**

103415J

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103415C

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103415F

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103415H

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103415I

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103081B

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103081J

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103081L

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103081H

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103081D

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103081I

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**1520.**

103081F

[Mentors](#) · [Tutorial](#)

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**1521.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1522.**

103081C

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**1523.**

103081K

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

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**1524.**

103081E

[Cakes](#) · [Tutorial](#)

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**1525.**

103081A

[Gratitude](#) · [Tutorial](#)

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**1526.**

103371M

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**1527.**

103371K

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**1528.**

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1529.**

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1530.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1531.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1532.**

103371C

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

Rating: — · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1533.**

103371H

[Or Machine](#) · [Tutorial](#)

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**1534.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

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**1535.**

102823B

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**1536.**

102823A

[Array Merge](#) · [Tutorial](#)

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**1537.**

102823E

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**1538.**

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1539.**

102823G

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Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1540.**

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1541.**

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1542.**

103428L

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**1543.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

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**1544.**

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1545.**

103428I

[Distance](#) · [Tutorial](#)

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**1546.**

103428F

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**1547.**

103428E

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**1548.**

103428H

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**1549.**

103428D

[Period](#) · [Tutorial](#)

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**1550.**

103428M

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**1551.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

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**1552.**

103428J

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**1553.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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**1554.**

103447L

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Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1555.**

103447F

[Master Spark](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1556.**

103447A

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**1557.**

103447C

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**1558.**

103447G

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**1559.**

103447D

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**1560.**

103447H

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**1561.**

103447I

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**1562.**

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1563.**

103447J

[Local Minimum](#) · [Tutorial](#)

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**1564.**

103447B

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**1565.**

103446F

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**1566.**

103446K

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**1567.**

103446C

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**1568.**

103446L

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**1569.**

103446B

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**1570.**

103446M

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**1571.**

103446I

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**1572.**

103446H

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**1573.**

103446J

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**1574.**

103446D

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

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1575.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1576.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1577.**

101597A

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Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1578.**

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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**1579.**

101597F

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**1580.**

101597J

[Box Hedge](#) · [Tutorial](#)

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**1581.**

101597D

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**1582.**

101597B

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**1583.**

101597C

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**1584.**

101597K

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**1585.**

101597E

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**1586.**

102788C

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**1587.**

102788F

[Spying Game](#) · [Tutorial](#)

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**1588.**

102788K

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**1589.**

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**1590.**

102788H

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**1591.**

102788L

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**1592.**

102788J

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**1593.**

102788D

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**1594.**

102788B

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**1595.**

102788E

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**1596.**

102788I

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**1597.**

102788A

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**1598.**

102586I

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**1599.**

102586L

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**1600.**

102586E

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**1601.**

102586H

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**1602.**

102586F

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**1603.**

102500F

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102500I

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**1605.**

102055G

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102055L

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102055I

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**1608.**

102055A

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101194I

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101194G

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101194A

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101194B

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101194E

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101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —

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101194L

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**1619.**

101806S

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**1620.**

101806V

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Rating: — · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1621.**

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1622.**

101806Z

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**1623.**

102201A

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**1624.**

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**1625.**

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**1626.**

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**1628.**

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**1630.**

102441A

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**1631.**

102441H

[Not A + B](#) · [Tutorial](#)

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**1632.**

102439G

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**1633.**

102439B

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**1634.**

102439J

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**1635.**

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**1636.**

102439E

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**1637.**

102439K

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**1638.**

102439I

[Equal Mod Segments](#) · [Tutorial](#)

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**1639.**

102439H

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**1640.**

102439F

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**1641.**

102443H

[Planet Nine](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1642.**

102443I

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1643.**

102443F

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Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1644.**

102443A

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Rating: — · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1645.**

102407C

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Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1646.**

102407E

[BBD0C0=C O C,,3D 0 C00 C4@C DCP](#)

Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1647.**

102407K

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

Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1648.**

102407H

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Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1649.**

102407I

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Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1650.**

102407B

[Crazy dance](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1651.**

102407F

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Rating: — · first AC: 2019-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1652.**

102407D

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Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1653.**

102407A

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Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1654.**

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1655.**

102407J

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Rating: — · first AC: 2019-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1656.**

102391K

[Wind of Change](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1657.**

102391F

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1658.**

102391J

[Parklife](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1659.**

102391H

[Maximizer](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1660.**

102391G

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

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1661.**

102391A

[6789](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1662.**

101485H

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Rating: — · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1663.**

101485B

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Rating: — · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1664.**

101485C

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**1665.**

101485A

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Rating: — · first AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1666.**

101485D

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**1667.**

101485G

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**1668.**

101485E

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**1669.**

101485K

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**1670.**

101485J

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**1671.**

101485I

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**1672.**

101173J

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Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1673.**

101173C

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Rating: — · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1674.**

101173K

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**1675.**

101173H

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Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1676.**

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1677.**

101173A

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**1678.**

102346G

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**1679.**

102346I

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1680.**

102346F

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1681.**

102346J

[Jar of Water Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1682.**

102346K

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1683.**

102346A

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1684.**

102346L

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1685.**

102346B

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1686.**

102346M

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1687.**

102346D

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Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1688.**

102346H

[Hour for a Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1689.**

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1690.**

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1691.**

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1692.**

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1693.**

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1694.**

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1695.**

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1696.**

101550D

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Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1697.**

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1698.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1699.**

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1700.**

101170A

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**1701.**

101170I

[Iron and Coal](#) · [Tutorial](#)

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**1702.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1703.**

101170H

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**1704.**

101170E

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Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1705.**

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1706.**

102040H

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Rating: — · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1707.**

102040B

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[998battr's solution](#)

**1708.**

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1709.**

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1710.**

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1711.**

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1712.**

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1713.**

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1714.**

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1715.**

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1716.**

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1717.**

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1718.**

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1719.**

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1720.**

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1721.**

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1722.**

101666J

[Jumping Choreography](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1723.**

101666H

[Hoarse Horses](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1724.**

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1725.**

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1726.**

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1727.**

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1728.**

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1729.**

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1730.**

101666M

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

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1731.**

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1732.**

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1733.**

101666A

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

Rating: — · first AC: 2019-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1734.**

102263K

[Smart Strategies](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1735.**

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1736.**

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1737.**

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1738.**

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1739.**

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1740.**

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1741.**

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1742.**

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1743.**

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1744.**

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1745.**

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1746.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures, dfs and similar, divide and conquer, trees  
[998battr's solution](#)

**1747.**

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1748.**

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1749.**

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1750.**

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[998battr's solution](#)

**1751.**

102220E

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

Rating: — · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1752.**

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1753.**

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1754.**

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1755.**

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1756.**

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1757.**

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1758.**

102222H

[Fight Against Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1759.**

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1760.**

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1761.**

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —  
[998battr's solution](#)

**1762.**

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-17 · GNU C++11 (first AC) · Tags: —

[998batrr's solution](#)

**1763.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,266 global accepts · Rating: — · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation

[998batrr's solution](#)

**1764.**

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · last AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1765.**

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1766.**

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1767.**

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1768.**

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1769.**

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1770.**

101981A

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

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1771.**

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1772.**

102032E

[XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1773.**

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1774.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1775.**

102001G

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

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1776.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1777.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1778.**

102001J

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

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1779.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1780.**

102001H

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

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1781.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1782.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1783.**

101187G

[A @DT8C\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2018-11-28 · last AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1784.**

101187J

[Aö>Cí8C4;CäBD²Ô8CÔBD >C\\$5D BD°](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1785.**

101187F

[A@C@>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1786.**

101187E

[B UDdHc,,DD >C\\$:C AÔ](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1787.**

101187C

[A45D d d 5 C`KCd8](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1788.**

101187D

[IQ D\\$5DdBaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1789.**

101187B

[A 2D\\$>C CD](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1790.**

101187I

[AäUDíG CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1791.**

101187K

[«A,,AC&DäG ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1792.**

101187A

[A15Cò&D\\$KCR AC'8D\\$:C€](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1793.**

102007K

[Kingpin Escape · Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1794.**

102007E

[Entirely Unsorted Sequences · Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1795.**

102007B

[Birthday Boy](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1796.**

102007J

[Janitor Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1797.**

102007F

[Financial Planning](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1798.**

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1799.**

102007C

[Cardboard Container](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1800.**

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1801.**

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1802.**

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1803.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1804.**

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1805.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1806.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[998battr's solution](#)

**1807.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[998battr's solution](#)

**1808.**

101967B

[B0r1d4@D8Dö](#)

Rating: — · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[998battr's solution](#)

**1809.**

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[998battr's solution](#)

**1810.**

101950I

[AD5r5C\\$=C,;CTACä@D41Cä2](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1811.**

101950H

[Aö×0ä@C AC#0](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1812.**

101950B

[A\\$5C'8C#8C' 1Cä9](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1813.**

101950F

[A45Cöä, =C :Cä;CTACÔ8Dd0DP](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1814.**

101950C

[BöC,äAö0CÔ4Cä@D°](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1815.**

101950D

[A#0046Cä: D BD 5C`LC K](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1816.**

101950J

[A,3Döi@ AD\\$@Cä:C€](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1817.**

101950G

[B\\$0Q,=D BC\\$5CÔ=D´9 D 8D\\$CC ;](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1818.**

101950A

[B BC@@@,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[998batrr's solution](#)

**1819.**

101945H

[AôjCæiD,,?C,,>CÔAC#>C' ACTBC€](#)

Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1820.**

101945I

[AÄ8CÔ5D](#)

Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1821.**

101945F

[AÄCDeC\\$KC' 7C <Cä:](#)

Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1822.**

101945G

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Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1823.**

101945J

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Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1824.**

101945C

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Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1825.**

101945B

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Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1826.**

101945E

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Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1827.**

101945A

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Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1828.**

101945D

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Rating: — · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1829.**

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1830.**

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1831.**

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1832.**

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1833.**

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1834.**

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1835.**

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · last AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1836.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1837.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1838.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1839.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1840.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1841.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1842.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1843.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1844.**

undefined181

[X-Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1845.**

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · last AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1846.**

101572C

[Compass Card Sales](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1847.**

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1848.**

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1849.**

101572D

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

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1850.**

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battrr's solution](#)

**1851.**

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1852.**

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1853.**

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1854.**

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · last AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1855.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1856.**

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1857.**

101620G

[Gambling Guide](#) · [Tutorial](#)

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**1858.**

101620A

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

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**1859.**

101620F

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Rating: — · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1860.**

101620J

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**1861.**

100685B

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**1862.**

100685E

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**1863.**

100685K

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**1864.**

100685A

[Ariel](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1865.**

100685F

[Flood](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1866.**

100685G

[Gadget Hackwrench](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1867.**

100685I

[Innovative Business](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1868.**

100685J

[Just Another Disney Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1869.**

100685C

[Cinderella](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998battr's solution](#)

**1870.**

101413D

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Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1871.**

101413F

[Find the Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1872.**

101413C

[Towns along a Highway](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1873.**

101413B

[Balloon Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1874.**

101413A

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**1875.**

100548H

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**1876.**

100548F

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Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1877.**

100548I

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Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1878.**

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1879.**

100548A

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**1880.**

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · last AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1881.**

100792L

[Locomotive](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1882.**

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1883.**

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1884.**

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1885.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1886.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1887.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1888.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1889.**

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1890.**

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1891.**

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1892.**

100513B

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**1893.**

100513E

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**1894.**

100513K

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**1895.**

100513G

[FacePalm Accounting](#) · [Tutorial](#)

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**1896.**

100513M

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**1897.**

100513I

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**1898.**

100513F

[Ilya Muromets](#) · [Tutorial](#)

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**1899.**

100513D

[Data Center](#) · [Tutorial](#)

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**1900.**

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1901.**

101889A

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**1902.**

101889M

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**1903.**

101889D

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**1904.**

101889B

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**1905.**

101889F

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**1906.**

101889G

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**1907.**

101889J

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**1908.**

101889I

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**1909.**

101889E

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**1910.**

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

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**1911.**

101889H

[Hard choice](#) · [Tutorial](#)

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**1912.**

101775G

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**1913.**

101775B

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**1914.**

101775H

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**1915.**

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

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**1916.**

101775C

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101775K

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101775L

[SOS](#) · [Tutorial](#)Rating: — · first AC: 2018-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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101775A

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101775M

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101840H

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101840E

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101840G

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[998battr's solution](#)**1924.**

101840A

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[998battr's solution](#)**1925.**

101840I

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[998battr's solution](#)**1926.**

101840D

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**1927.**

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1928.**

101840L

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**1929.**

101617I

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**1930.**

101652V

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**1931.**

101652T

[Security Badge](#) · [Tutorial](#)

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**1932.**

101652R

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**1933.**

101652U

[Unloaded Die](#) · [Tutorial](#)

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**1934.**

101652S

[Purple Rain](#) · [Tutorial](#)

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**1935.**

101652W

[Grid Coloring](#) · [Tutorial](#)

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**1936.**

101652O

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**1937.**

101652X

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**1938.**

101652Q

[Halfway](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1939.**

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1940.**

101652P

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1941.**

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1942.**

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1943.**

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · last AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1944.**

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1945.**

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1946.**

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1947.**

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1948.**

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1949.**

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1950.**

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1951.**

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1952.**

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1953.**

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1954.**

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1955.**

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1956.**

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1957.**

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1958.**

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1959.**

101655M

[Mass Production](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1960.**

101410D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1961.**

101410A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1962.**

101410H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1963.**

101410I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1964.**

101410C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1965.**

101655L

[Languages](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1966.**

101655K

[Klingon Warfare](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1967.**

101655H

[Holodeck Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1968.**

101655D

[Delta Quadrant](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1969.**

101655C

[Crusher's Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1970.**

101655I

[Interstellar Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1971.**

101655E

[Enterprising Escape](#) · [Tutorial](#)Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1972.**

101655B

[Bones's Battery](#) · [Tutorial](#)Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1973.**

101655A

[Assignments](#) · [Tutorial](#)Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1974.**

101655G

[Generations of Tribbles](#) · [Tutorial](#)Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1975.**

101655F

[Federation Favorites](#) · [Tutorial](#)Rating: — · first AC: 2018-07-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1976.**

10124102

[Gears](#) · [Tutorial](#)Rating: — · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1977.**

10124105

[Alien socks](#) · [Tutorial](#)Rating: — · first AC: 2018-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1978.**

undefined231

[Prime Sum](#) · [Tutorial](#)Rating: — · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1979.**

undefined100

[A+B](#) · [Tutorial](#)Rating: — · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[998batrr's solution](#)**1980.**

101063J

[The Keys](#) · [Tutorial](#)Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)**1981.**

101741A

[Three Arrays](#) · [Tutorial](#)Rating: — · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**1982.**

101798D

[Forest \(B\) - Chicken](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[998battr's solution](#)

**1983.**

101798J

[Complete the Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[998battr's solution](#)

**1984.**

101798G

[World Mug \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[998battr's solution](#)

**1985.**

101798F

[World Mug \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[998battr's solution](#)

**1986.**

101798C

[Forest \(A\) - Egg](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[998battr's solution](#)

**1987.**

101798B

[Two Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[998battr's solution](#)

**1988.**

101798A

[Two Fashillows](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[998battr's solution](#)

**1989.**

101591J

[The Lesson of Physical Culture](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1990.**

101591I

[Berland All-Round Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1991.**

101591A

[Tests](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[998battr's solution](#)

**1992.**

101591H

[Amplifiers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998battr's solution](#)

**1993.**

101591C

[Rifleman](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1994.**

101591G

[Save Vasya](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1995.**

101741J

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

Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1996.**

100549I

[B5D5G60DT8 C" ?D CCDC](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1997.**

100549E

[A48D65D\\$5Ct0 Cä1 Cä1Cä1D"5CÔ=Cä< Cä>CÔ5](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1998.**

100549J

[A5D18CÔ:C 7C 1Cä@C](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**1999.**

100549F

[ATUBD](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2000.**

100549G

[A45CÔ5D 0D\\$>D ?C @Cä;CT9](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2001.**

100549A

[A@CäDCTAD >D %C >D](#)

Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2002.**

100089J

[A5Cä0ä5 D ;Cä2Cä](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2003.**

100089G

[A4D12C,,BC ;DÄ](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2004.**

100089A

[A10C&D](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2005.**

100089F

[A450A>C4;Cä1C,,=](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2006.**

100089B

[BD0D\\$1Cä;](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2007.**

100089E

[A00C=C GCT=C,,O](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2008.**

100537H

[A,,3D0i0 > D BD >Cä>C•](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2009.**

101551D

[A0CäE O CÄ=Cä3Cä7C 4C GCÖ>D BDÄ](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2010.**

100537D

[B40Cä DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2011.**

100537B

[B·BCT;0 Cb A Cä=C,,3C <C€](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2012.**

100537E

[BD>0Ä0C, 7C =C,,<C BCT;DÄ=C O CÄ0D\\$5CÄ0D\\$8C¤0](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2013.**

100537F

[AD8CÄ0D 8 Cä>CÖAD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2014.**

100537C

[BT¤0i1C€](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2015.**

100537G

[Aö>D CT4Cä2C BCT;DÄ=CäAD\\$L](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2016.**

100537A

[A#0068D\\$0C°](#)

Rating: — · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2017.**

101110H

[B 0D ?C,,AC =C,,5](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2018.**

101110J

[B\\$@01CC4>C`LCÔ8C#8](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2019.**

101110E

[B·B0T?C=CÔ0Dò 1C HCÔO AÄ0C#AC](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2020.**

101110F

[A#0068D\\$0C°](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2021.**

101110A

[A#0068D\\$0C°](#)

Rating: — · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2022.**

100850E

[A#0068D\\$0C°](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2023.**

100850H

[A#0068D\\$0C°](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2024.**

100850J

[Aö@05A D\\$0Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2025.**

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

**2026.**

100850I

[Aã1CÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2027.**

100850A

[A 3D>CÔ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2028.**

100850F

[B 10C>Cö>Cd0D\\$8Dö](#)

Rating: — · first AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2029.**

101529D

[BÖ10T;D\\$@C,,:-C>C\\$1Cä9 AD6Cä](#)

Rating: — · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2030.**

101529C

[BDBD\\$eCTAD Ô:C`CC](#)

Rating: — · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2031.**

101529I

[Aõ@Cä2Cä4C](#)

Rating: — · first AC: 2017-12-02 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2032.**

101529A

[A,,E D\\$D =CTB-C 0CÔ:C,,=C0](#)

Rating: — · first AC: 2017-12-02 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2033.**

101529F

[BjBC>C,,GCTAC=8CR ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2017-12-02 · last AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2034.**

101529G

[B B D>C=0](#)

Rating: — · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2035.**

101436B

[Lassies Versus Machine · Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2036.**

101436A

[Long-Term Mail Storage · Tutorial](#)

Rating: — · first AC: 2017-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2037.

101619J

[B B010,,;DÄ=CäAD\\$ L D\\$@C =Ct0C=FC,,9](#)

Rating: — · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

2038.

101619A

[B 00A0'5CD>C\\$0CÔ8CR CC 8C"AD\\$2C](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

2039.

101619I

[A 500060D =D'9 C60D >C'L](#)

Rating: — · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

2040.

101619G

[B,COA](#)

Rating: — · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: —  
[998batrr's solution](#)

2041.

101619E

[A0@Cä=C,,:CÔ>C\\$5CÔ8CR 2 D 5C'8C=2C @C,,9](#)

Rating: — · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: —  
[998batrr's solution](#)

2042.

101619K

[A\\$004CÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2017-11-27 · GNU C++11 (first AC) · Tags: —  
[998batrr's solution](#)

2043.

100118A

[B 5000 <CÔ>CR >C JD62C'5CÔ8CP](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

2044.

100118J

[AD5000 D >Cd4CT=C,,O C\\$8C=8CÔ3C](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

2045.

100118D

[A'0040D,,>CÔ>Cç C,,;C'8](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —  
[998batrr's solution](#)

2046.

100118H

[B 5000](#)

Rating: — · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[998batrr's solution](#)

2047.

100118B

[B 5000 <C =C 7C 1Cä@CP](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —  
[998batrr's solution](#)

2048.

100266D

[A B C 5C t=DÄ](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2049.

100266E

[B U C 4C T;CT=C,,5 C =>D >C `5C\\$AD\\$2C](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2050.

100266C

[A S Z C Ä C Ä H C,,DD 0](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2051.

100266A

[A U C C Ä](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2052.

100266B

[B B C 2 C =0](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2053.

100266F

[A U C 4 C D >D t=C ä 5 D 4 @ C 2 C Ö 5 C Ö 8 C P](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2054.

100529J

[A T C C T > C @ C 7 C ä 2 C =C,,5 C ö >D ;CT4C ä 2 C BCT;D Ä=C ä AD\\$8](#)

Rating: — · first AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2055.

101580G

[B U D ? D 5 C D 5 C `5 C Ö 8 C R @ C 1 C ä B](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2056.

101580H

[B S C Ä ? CT @ C B D 4 @ C 2 C ä 7 C D C D T 0](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2057.

101580I

[A Ä C C I K =0 C `L C Ö K C R : C `O D A C,,:C €](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

2058.

101580E

[A S C T = C Ö K C R >C J C T:D \\$ K](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2059.**

101580C

[B\\$5D BCä2D`5 Cö>C`5D\\$K](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2060.**

101580D

[Aç5D 5C D0D:t0 CD0CÔ=D`E](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2061.**

101580B

[A ND rîCα@C BC,,O](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2062.**

101580A

[berPhone · Tutorial](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2063.**

100529F

[AÔTABi8! AÔ A](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2064.**

100529G

[AÄ5D iαC,,=](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2065.**

100529E

[A.TGD 0!](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2066.**

100529H

[B-5048D BD 0Dd8Dò =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)**2067.**

100529D

[ADNCÔK](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[998batrr's solution](#)**2068.**

100529B

[B,0DTαC BD°](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[998batrr's solution](#)**2069.**

100529A

[ABCD-C&αC@](#)

Rating: — · first AC: 2017-11-01 · GNU C++11 (first AC) · Tags: —

[998batrr's solution](#)

**2070.**

100799G

[B T C o r d](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2071.**

100799F

[AÄBÖJK' >C IC,,9 CD5C'8D\\$5C'L](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2072.**

100799D

[AD>D BC 2C=0 DDCD\\$1Cä;Cä:](#)

Rating: — · first AC: 2017-10-31 · GNU C++11 (first AC) · Tags: —

[998batrr's solution](#)

**2073.**

100799I

[B U C ö A C =](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2074.**

100799J

[A t 20710 DK CÖ C ö > C 4 > C Ö 0 DP](#)

Rating: — · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2075.**

101136J

[B S O D ä C Ö > D BC, ?CT@CT?C,,AC=8](#)

Rating: — · first AC: 2017-10-27 · last AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2076.**

101136H

[«A=BCä ECä GCTB D BC BDÂ <C,,;C'8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2017-10-27 · last AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2077.**

101136A

[A > D r d , > C ' : D CC4; D ' 9 D BCä;](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)

**2078.**

101136D

[B Ö A C ä C ' 0 D \\$ > D](#)

Rating: — · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[998batrr's solution](#)