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Unique solved — Aidos

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

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Filters: none

Count: 4,435

- 1.**
1654B
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- 2.**
1428A
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- 3.**
1704A
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1802A
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1695A
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- 6.**
1668A
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- 7.**
1672A
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- 8.**
1750B
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1763A
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10.

1678B1

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1678A

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1649A

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1672B

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1178A

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21.

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22.

2202A

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1781A

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1584A

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2172A

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27.

2161A

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1740B

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30.

2098A

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31.

1413A

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32.

2029A

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33.

1534A

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34.

910A

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35.

2038N

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36.

2082A

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37.

1725A

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1776A

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41.

818A

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42.

1056A

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43.

648B

[B 5 C 5 D 8 D BCä;](#)

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1468E

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2149B

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2074B

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50.

2167C

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51.

2137A

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52.

2195A

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54.

2106A

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2171A

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56.

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63.

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2185B

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66.

2074A

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67.

1806A

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2114A

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69.

1777A

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70.

2132A

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71.

2193A

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72.

2123A

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74.

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75.

1834A

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76.

2148A

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1866A

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78.

2167B

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79.

2126A

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88.

1786A2

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89.

1786A1

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93.

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94.

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95.

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96.

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97.

1974A

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98.

1992B

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1999C

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1814A

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1974B

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105.

1977A

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106.

2036A

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107.

2033A

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1950B

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110.

1950C

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111.

2060A

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112.

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113.

2051B

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114.

1968A

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1881A

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116.

2044C

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117.

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118.

1971B

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119.

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120.

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2044B

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1903A

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2004A

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124.

2065B

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125.

2072A

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1932A

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2001A

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129.

1993A

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130.

1997A

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131.

2037A

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2051A

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1831A

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1979A

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1766A

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141.

1980A

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1986A

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2044A

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145.

2009B

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1955A

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1971A

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150.

1985B

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2009A

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1950A

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1985A

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32B

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1920A

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157.

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1788A

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160.

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162.

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1729B

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166.

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167.

1851A

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168.

1807C

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1846A

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1931B

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173.

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175.

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1918A

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1768A

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178.

1859A

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179.

1759A

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180.

1914A

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181.

1722C

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182.

1714B

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183.

1709A

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1878B

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185.

1800A

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186.

1811A

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187.

1741A

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188.

1691A

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1714C

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190.

1837A

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1698A

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192.

1843B

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1851B

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1792A

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1926B

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196.

1862B

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1855A

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198.

1702B

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1849A

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1933B

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201.

1721A

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1829C

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203.

1716A

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204.

1675A

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1833A

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206.

1873D

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207.

1931A

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208.

1840A

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209.

1692C

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1692B

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211.

1843A

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212.

1858A

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[Aidos's solution](#)

213.

1690A

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

Quality: 35,631 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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214.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,758 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: implementation

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215.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 69,993 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: implementation, math

[Aidos's solution](#)

216.

1702A

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Quality: 38,179 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms

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217.

1703C

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218.

1899A

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Quality: 92,753 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: games, math, number theory

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219.

1790A

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Quality: 41,048 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: implementation, math, strings

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220.

1915B

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Quality: 50,356 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, implementation

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221.

1872A

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Quality: 43,177 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

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222.

1926A

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223.

1927A

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224.

1729A

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225.

1921A

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226.

1791C

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227.

1807B

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228.

1850B

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229.

1760B

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230.

1791B

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Quality: 52,663 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: geometry, implementation

[Aidos's solution](#)

231.

1772A

[A+B?](#) · [Tutorial](#)

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[Aidos's solution](#)

232.

1829A

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233.

1676B

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Quality: 60,644 global accepts · Rating: 800 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[Aidos's solution](#)

234.

1703B

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[Aidos's solution](#)

235.

1722A

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236.

1873A

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[Aidos's solution](#)

237.

1760C

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[Aidos's solution](#)

238.

1915C

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239.

1878A

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[Aidos's solution](#)

240.

1829B

[Blank Space](#) · [Tutorial](#)

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241.

1669B

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242.

1850C

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[Aidos's solution](#)

243.

1857A

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244.

1742B

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245.

1915A

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Quality: 79,798 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation

[Aidos's solution](#)

246.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

247.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,939 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

248.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Aidos's solution](#)

249.

1807A

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[Aidos's solution](#)

250.

1676A

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251.

1692A

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[Aidos's solution](#)

252.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,242 global accepts · Rating: 800 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Aidos's solution](#)

253.

1742A

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[Aidos's solution](#)

254.

1722B

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[Aidos's solution](#)

255.

1873B

[Good Kid](#) · [Tutorial](#)

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[Aidos's solution](#)

256.

1933A

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257.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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258.

1929A

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[Aidos's solution](#)

259.

1928A

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Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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260.

509A

[Maximum in Table](#) · [Tutorial](#)

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261.

1769A

[B47C@Dò 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, math

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262.

755A

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263.

1669C

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264.

1669A

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Quality: 88,540 global accepts · Rating: 800 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Aidos's solution](#)

265.

1660B

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Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aidos's solution](#)

266.

1660A

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Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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267.

1474A

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268.

1438A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

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269.

1392B

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270.

1556A

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[Aidos's solution](#)

271.

1437A

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Quality: 18,466 global accepts · Rating: 800 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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272.

1493A

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Quality: 19,773 global accepts · Rating: 800 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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273.

1657A

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274.

1647A

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275.

1513A

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276.

1393A

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277.

1466A

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278.

1466B

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279.

1651A

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[Aidos's solution](#)

280.

1644A

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281.

1391B

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282.

1635A

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Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
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283.

1657B

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[Aidos's solution](#)

284.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Aidos's solution](#)

285.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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286.

1440A

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287.

1482A

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Quality: 21,295 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aidos's solution](#)

288.

1499A

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Quality: 21,968 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Aidos's solution](#)

289.

1411A

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Quality: 21,749 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Aidos's solution](#)

290.

1638A

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291.

1422A

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Quality: 21,867 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[Aidos's solution](#)

292.

1646A

[Square Counting](#) · [Tutorial](#)

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[Aidos's solution](#)

293.

1637A

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294.

1487A

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295.

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

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296.

1491A

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

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297.

1405A

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Quality: 21,907 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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298.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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299.

1650A

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Quality: 37,307 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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300.

1625A

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Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Aidos's solution](#)

301.

1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

302.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

303.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Aidos's solution](#)

304.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[Aidos's solution](#)

305.

1582A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aidos's solution](#)

306.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Aidos's solution](#)

307.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Aidos's solution](#)

308.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Aidos's solution](#)

309.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Aidos's solution](#)

310.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Aidos's solution](#)

311.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,124 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Aidos's solution](#)

312.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Aidos's solution](#)

313.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Aidos's solution](#)

314.

1614A

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Quality: 24,592 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Aidos's solution](#)

315.

1506A

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Quality: 32,435 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aidos's solution](#)

316.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

317.

1511A

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Quality: 28,826 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Aidos's solution](#)

318.

1536A

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424.

1452A

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656.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,587 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: implementation

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657.

681A

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Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: implementation

[Aidos's solution](#)

658.

678A

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Quality: 15,165 global accepts · Rating: 800 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation, math

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659.

677A

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660.

630A

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661.

618A

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662.

620A

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663.

546A

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Quality: 235,205 global accepts · Rating: 800 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

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664.

510A

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Quality: 105,913 global accepts · Rating: 800 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: implementation

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665.

513A

[Game](#) · [Tutorial](#)

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666.

99A

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667.

440A

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668.

49A

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669.

202A

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670.

411A

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671.

78A

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672.

245A

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Quality: 9,133 global accepts · Rating: 800 · first AC: 2015-01-18 · Java 7 (first AC) · Tags: implementation

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673.

172A

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674.

104A

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675.

426A

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[Aidos's solution](#)

676.

271A

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677.

492A

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678.

490A

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679.

447A

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680.

469A

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681.

472A

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682.

454A

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683.

467A

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[Aidos's solution](#)

684.

443A

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685.

448A

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[Aidos's solution](#)

686.

431A

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[Aidos's solution](#)

687.

384A

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[Aidos's solution](#)

688.

401A

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[Aidos's solution](#)

689.

432A

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[Aidos's solution](#)

690.

427A

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691.

421A

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692.

157A

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693.

248A

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[Aidos's solution](#)

694.

378A

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[Aidos's solution](#)

695.

80A

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[Aidos's solution](#)

696.

381A

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697.

151A

[Soft Drinking](#) · [Tutorial](#)

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698.

200B

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699.

59A

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[Aidos's solution](#)

700.

92A

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701.

214A

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702.

330A

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703.

146A

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704.

22A

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705.

255A

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706.

278A

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707.

155A

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708.

141A

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709.

144A

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710.

61A

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711.

136A

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712.

236A

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713.

110A

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714.

228A

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715.

148A

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[Aidos's solution](#)

716.

112A

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717.

119A

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718.

231A

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719.

116A

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720.

50A

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[Aidos's solution](#)

721.

71A

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

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[Aidos's solution](#)

722.

158A

[Next Round](#) · [Tutorial](#)

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[Aidos's solution](#)

723.

363A

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[Aidos's solution](#)

724.

361A

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725.

47A

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726.

46A

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727.

41A

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728.

38A

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729.

34A

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[Aidos's solution](#)

730.

32A

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731.

16A

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732.

12A

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733.

344A

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734.

339A

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Quality: 275,354 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings, strings

[Aidos's solution](#)

735.

302A

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Quality: 9,761 global accepts · Rating: 800 · first AC: 2013-05-05 · last AC: 2013-05-21 · GNU C++0x (first AC) · Tags: implementation

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736.

14A

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737.

291A

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Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++0x (first AC) · Tags: *special, implementation, sortings

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738.

294A

[Shaass and Oskols](#) · [Tutorial](#)

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739.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,291 global accepts · Rating: 800 · first AC: 2013-03-13 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

740.

281A

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Quality: 270,986 global accepts · Rating: 800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: implementation, strings

[Aidos's solution](#)

741.

9A

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Quality: 69,673 global accepts · Rating: 800 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: math, probabilities

[Aidos's solution](#)

742.

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: implementation, math

[Aidos's solution](#)

743.

268A

[Games](#) · [Tutorial](#)

Quality: 104,206 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force

[Aidos's solution](#)

744.

262A

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Quality: 22,449 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

745.

263A

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Quality: 318,001 global accepts · Rating: 800 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

746.

265A

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Quality: 42,673 global accepts · Rating: 800 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

747.

266B

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Quality: 166,083 global accepts · Rating: 800 · first AC: 2013-01-22 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Aidos's solution](#)

748.

1818B

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Quality: 17,051 global accepts · Rating: 900 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

749.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Aidos's solution](#)

750.

1445B

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Quality: 15,925 global accepts · Rating: 900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aidos's solution](#)

751.

2157B

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Quality: 12,881 global accepts · Rating: 900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aidos's solution](#)

752.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

753.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aidos's solution](#)

754.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, sortings

[Aidos's solution](#)

755.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

756.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Aidos's solution](#)

757.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

758.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

759.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

760.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

761.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Aidos's solution](#)

762.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

763.

648A

[AÔÖç;1Cä;DÄHC,,9 Cö>CDJCT<](#)

Quality: 1,056 global accepts · Rating: 900 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

764.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,142 global accepts · Rating: 900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

765.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,490 global accepts · Rating: 900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aidos's solution](#)

766.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Aidos's solution](#)

767.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,549 global accepts · Rating: 900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aidos's solution](#)

768.

1828B

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Quality: 39,305 global accepts · Rating: 900 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aidos's solution](#)

769.

1679A

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Quality: 40,168 global accepts · Rating: 900 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Aidos's solution](#)

770.

1904A

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771.

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819.

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821.

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830.

1488A

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831.

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839.

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1350A

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1341A

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843.

1339A

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844.

1337B

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845.

981A

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586A

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868A

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848.

1354A

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849.

1335B

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935B

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860.

1201A

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861.

1169A

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1291A

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865.

1279A

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866.

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867.

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1238A

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871.

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873.

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876.

1107A

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1187A

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879.

208A

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881.

879A

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882.

706A

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883.

48A

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884.

572A

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709A

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1095B

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1144B

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888.

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895.

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899.

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1093B

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841A

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907.

915A

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591A

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631A

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465A

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969.

424A

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971.

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975.

127A

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976.

215A

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246A

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369A

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983.

313A

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984.

152A

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985.

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986.

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988.

133A

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318A

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205A

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Quality: 25,227 global accepts · Rating: 900 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

996.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

997.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,467 global accepts · Rating: 900 · first AC: 2013-02-21 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

998.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: brute force, geometry

[Aidos's solution](#)

999.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Aidos's solution](#)

1000.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1001.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

1002.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aidos's solution](#)

1003.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,469 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Aidos's solution](#)

1004.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aidos's solution](#)

1005.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,039 global accepts · Rating: 1000 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[Aidos's solution](#)

1006.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Aidos's solution](#)

1007.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-04-07 · Kotlin 1.7 (first AC) · Tags: *special

[Aidos's solution](#)

1008.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2026-04-07 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Aidos's solution](#)

1009.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2026-04-07 · Kotlin 1.7 (first AC) · Tags: *special, math

[Aidos's solution](#)

1010.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Aidos's solution](#)

1011.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1012.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aidos's solution](#)

1013.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Aidos's solution](#)

1014.

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Aidos's solution](#)

1015.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Aidos's solution](#)

1016.

2192B

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

Quality: 14,550 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Aidos's solution](#)

1017.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Aidos's solution](#)

1018.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aidos's solution](#)

1019.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1020.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1021.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1022.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

1023.

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2026-04-06 · lo (first AC) · Tags: *special, dp

[Aidos's solution](#)

1024.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1025.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aidos's solution](#)

1026.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Aidos's solution](#)

1027.

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Aidos's solution](#)

1028.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aidos's solution](#)

1029.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1030.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aidos's solution](#)

1031.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Aidos's solution](#)

1032.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

1033.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1034.

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

1035.

1970A1

[Balanced Shuffle \(Easy\)](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

1036.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1037.

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1038.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1039.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aidos's solution](#)

1040.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1041.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Aidos's solution](#)

1042.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Aidos's solution](#)

1043.

649A

[A: NO80ÄKCR GC,,AC`0 Aô>C`8C#0D ?C](#)

Quality: 1,618 global accepts · Rating: 1000 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

1044.

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,883 global accepts · Rating: 1000 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Aidos's solution](#)

1045.

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[Aidos's solution](#)

1046.

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Aidos's solution](#)

1047.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1048.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[Aidos's solution](#)

1049.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,099 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Aidos's solution](#)

1050.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Aidos's solution](#)**1051.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Aidos's solution](#)**1052.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,746 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Aidos's solution](#)**1053.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,172 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Aidos's solution](#)**1054.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,254 global accepts · Rating: 1000 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Aidos's solution](#)**1055.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)**1056.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,268 global accepts · Rating: 1000 · first AC: 2024-03-18 · Python 3 (first AC) · Tags: brute force, greedy, strings

[Aidos's solution](#)**1057.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2024-03-18 · Python 3 (first AC) · Tags: implementation, two pointers

[Aidos's solution](#)**1058.**

1769B1

[A = 1068D > C\\$0C08CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math

[Aidos's solution](#)**1059.**

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,850 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[Aidos's solution](#)**1060.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Aidos's solution](#)

1061.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Aidos's solution](#)

1062.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Aidos's solution](#)

1063.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Aidos's solution](#)

1064.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,632 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Aidos's solution](#)

1065.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Aidos's solution](#)

1066.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Aidos's solution](#)

1067.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory

[Aidos's solution](#)

1068.

1474B

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

Quality: 40,332 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Aidos's solution](#)

1069.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Aidos's solution](#)

1070.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Aidos's solution](#)

1071.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)**1072.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Aidos's solution](#)**1073.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Aidos's solution](#)**1074.**

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Aidos's solution](#)**1075.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Aidos's solution](#)**1076.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Aidos's solution](#)**1077.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,541 global accepts · Rating: 1000 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)**1078.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Aidos's solution](#)**1079.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[Aidos's solution](#)**1080.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-19 · last AC: 2021-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Aidos's solution](#)

1081.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,929 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Aidos's solution](#)

1082.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Aidos's solution](#)

1083.

1473B

[String LCM](#) · [Tutorial](#)

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

[Aidos's solution](#)

1084.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Aidos's solution](#)

1085.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1086.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1087.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1088.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[Aidos's solution](#)

1089.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1090.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

1091.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aidos's solution](#)

1092.

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Aidos's solution](#)

1093.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Aidos's solution](#)

1094.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1095.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Aidos's solution](#)

1096.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,416 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Aidos's solution](#)

1097.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Aidos's solution](#)

1098.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2020-03-12 · Python 3 (first AC) · Tags: implementation

[Aidos's solution](#)

1099.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2020-03-12 · Python 3 (first AC) · Tags: brute force, implementation, strings

[Aidos's solution](#)

1100.

1277A

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886A

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831A

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1215A

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1106.

1225B1

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1107.

1155A

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1008B

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1151A

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1244B

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1144C

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1120.

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864A

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1153A

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779A

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1172.

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608A

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1101A

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805A

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1182.

804A

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670B

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560A

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1190.

733A

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1192.

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1194.

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1195.

920A

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766B

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1197.

909A

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1198.

893B

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798A

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1202.

724A

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699A

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1204.

641A

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637A

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1207.

626A

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1208.

622A

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1209.

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610A

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584A

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552A

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1213.

515A

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Quality: 21,977 global accepts · Rating: 1000 · first AC: 2015-02-22 · GNU C++ (first AC) · Tags: math

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1214.

234B

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Quality: 7,696 global accepts · Rating: 1000 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: sortings

[Aidos's solution](#)

1215.

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: implementation

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1216.

195A

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Quality: 10,130 global accepts · Rating: 1000 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: binary search, brute force, math

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1217.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: brute force, math

[Aidos's solution](#)

1218.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: implementation

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1219.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: implementation

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1220.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: greedy, implementation, sortings

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1221.

299A

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Quality: 9,460 global accepts · Rating: 1000 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: brute force, number theory, sortings

[Aidos's solution](#)

1222.

106B

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Quality: 6,867 global accepts · Rating: 1000 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1223.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: implementation

[Aidos's solution](#)

1224.

108A

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Quality: 10,346 global accepts · Rating: 1000 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1225.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1226.

109A

[Lucky Sum of Digits](#) · [Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1227.

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: geometry, sortings

[Aidos's solution](#)

1228.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: implementation

[Aidos's solution](#)

1229.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1230.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1231.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,694 global accepts · Rating: 1000 · first AC: 2014-12-30 · Java 7 (first AC) · Tags: dfs and similar, graphs, implementation

[Aidos's solution](#)

1232.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1233.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,281 global accepts · Rating: 1000 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: brute force, math

[Aidos's solution](#)

1234.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,613 global accepts · Rating: 1000 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: implementation, math

[Aidos's solution](#)

1235.

462A

[Appleman and Easy Task](#) · [Tutorial](#)

Quality: 17,867 global accepts · Rating: 1000 · first AC: 2014-10-29 · MS C++ (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1236.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,407 global accepts · Rating: 1000 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1237.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[Aidos's solution](#)

1238.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1239.

389A

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

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: greedy, math

[Aidos's solution](#)

1240.

385A

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

Quality: 17,325 global accepts · Rating: 1000 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[Aidos's solution](#)

1241.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1242.

421B

[Start Up](#) · [Tutorial](#)

Rating: 1000 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1243.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1244.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1245.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1246.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: greedy

[Aidos's solution](#)

1247.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1248.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1249.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: implementation, math

[Aidos's solution](#)

1250.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,267 global accepts · Rating: 1000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1251.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,690 global accepts · Rating: 1000 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: sortings

[Aidos's solution](#)

1252.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1253.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,487 global accepts · Rating: 1000 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1254.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,802 global accepts · Rating: 1000 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: implementation, math

[Aidos's solution](#)

1255.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Aidos's solution](#)

1256.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2013-11-25 · Java 7 (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1257.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

1258.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: greedy

[Aidos's solution](#)

1259.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: math

[Aidos's solution](#)

1260.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,506 global accepts · Rating: 1000 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1261.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,207 global accepts · Rating: 1000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: math

[Aidos's solution](#)

1262.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,993 global accepts · Rating: 1000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: greedy, strings

[Aidos's solution](#)

1263.

69A

[Young Physicist](#) · [Tutorial](#)

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[Aidos's solution](#)

1264.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1265.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,798 global accepts · Rating: 1000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: brute force, number theory

[Aidos's solution](#)

1266.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,976 global accepts · Rating: 1000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1267.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,429 global accepts · Rating: 1000 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1268.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2013-11-11 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

1269.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2013-11-09 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)

1270.

43A

[Football](#) · [Tutorial](#)

Quality: 69,168 global accepts · Rating: 1000 · first AC: 2013-11-09 · GNU C++0x (first AC) · Tags: strings

[Aidos's solution](#)

1271.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2013-11-09 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)

1272.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2013-11-08 · GNU C++0x (first AC) · Tags: brute force, math, number theory

[Aidos's solution](#)

1273.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-02 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[Aidos's solution](#)

1274.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2013-10-18 · GNU C++0x (first AC) · Tags: brute force, strings

[Aidos's solution](#)

1275.

357A

[Group of Students](#) · [Tutorial](#)

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2013-10-15 · GNU C++0x (first AC) · Tags: brute force, greedy, implementation

[Aidos's solution](#)

1276.

339B

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

Quality: 81,376 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)

1277.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2013-05-01 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)

1278.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2013-05-01 · GNU C++0x (first AC) · Tags: implementation, math

[Aidos's solution](#)

1279.

29A

[Spit Problem](#) · [Tutorial](#)

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[Aidos's solution](#)

1280.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1281.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: implementation, math

[Aidos's solution](#)

1282.

5A

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Quality: 11,124 global accepts · Rating: 1000 · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1283.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,785 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math

[Aidos's solution](#)

1284.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-01-27 · GNU C++ (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1285.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: greedy, shortest paths

[Aidos's solution](#)

1286.

1A

[Theatre Square](#) · [Tutorial](#)

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[Aidos's solution](#)

1287.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1288.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,862 global accepts · Rating: 1100 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[Aidos's solution](#)

1289.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Aidos's solution](#)

1290.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,857 global accepts · Rating: 1100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Aidos's solution](#)

1291.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aidos's solution](#)

1292.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1293.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,021 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Aidos's solution](#)

1294.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 1100 · first AC: 2026-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Aidos's solution](#)

1295.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,504 global accepts · Rating: 1100 · first AC: 2013-12-13 · last AC: 2026-01-24 · GNU C++ (first AC) · Tags: dp, implementation

[Aidos's solution](#)

1296.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2019-06-05 · last AC: 2025-04-26 · PyPy 3 (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[Aidos's solution](#)

1297.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Aidos's solution](#)

1298.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,012 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Aidos's solution](#)

1299.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,490 global accepts · Rating: 1100 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1300.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,150 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1301.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Aidos's solution](#)

1302.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,810 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, trees

[Aidos's solution](#)

1303.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Aidos's solution](#)

1304.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math

[Aidos's solution](#)

1305.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Aidos's solution](#)

1306.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Aidos's solution](#)

1307.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Aidos's solution](#)

1308.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Aidos's solution](#)

1309.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[Aidos's solution](#)

1310.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1311.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Aidos's solution](#)

1312.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Aidos's solution](#)

1313.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Aidos's solution](#)

1314.

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Aidos's solution](#)

1315.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · last AC: 2021-12-28 · GNU C++11 (first AC) · Tags: greedy, math

[Aidos's solution](#)

1316.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Aidos's solution](#)

1317.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,998 global accepts · Rating: 1100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Aidos's solution](#)

1318.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aidos's solution](#)

1319.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,342 global accepts · Rating: 1100 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Aidos's solution](#)

1320.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Aidos's solution](#)

1321.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,407 global accepts · Rating: 1100 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Aidos's solution](#)

1322.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math

[Aidos's solution](#)

1323.

1478B

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Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, math

[Aidos's solution](#)

1324.

624B

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1325.

1417B

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1326.

1428C

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1327.

1375A

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1328.

902A

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1329.

53A

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1330.

556B

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1331.

825A

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1332.

1370B

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1333.

801A

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1334.

1332A

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1335.

1334B

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1336.

1333B

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1337.

1360C

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1338.

1324B

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1339.

1335C

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1340.

258A

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1341.

1132A

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1342.

596A

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1343.

712B

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1344.

1042A

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1345.

602A

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1346.

667A

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1347.

667B

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1348.

629B

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1349.

754B

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1350.

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1351.

1345B

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1352.

1327A

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1353.

1342B

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1354.

1324C

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1355.

1119A

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1356.

779B

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1357.

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1358.

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1359.

558A

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1360.

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1361.

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1362.

1263A

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1363.

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1364.

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1365.

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1366.

1213B

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1367.

1304B

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1368.

985A

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1176B

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1371.

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877A

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1375.

835B

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1376.

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1033B

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1379.

797A

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841B

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1117A

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1383.

592B

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1099B

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1385.

789A

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1038B

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869B

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1066A

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1389.

1165A

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1390.

1166B

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1391.

1085B

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1392.

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1393.

733B

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682A

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1395.

675A

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1396.

1108B

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1121A

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1402.

919B

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1403.

719A

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1404.

570A

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1405.

651A

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1406.

706B

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1407.

1157A

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1408.

1146B

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1105A

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1105B

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1411.

975B

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1412.

946B

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1414.

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1415.

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1416.

714A

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1417.

638A

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1418.

633A

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[Aidos's solution](#)

1419.

630D

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1420.

630J

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1421.

630C

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1422.

618B

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1423.

545B

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1424.

548A

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544A

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1426.

534A

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Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

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1427.

66B

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1428.

522B

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1429.

519B

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1430.

508A

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1431.

68A

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Quality: 5,363 global accepts · Rating: 1100 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: implementation, number theory

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1432.

103A

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[Aidos's solution](#)

1433.

227B

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1434.

257A

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Quality: 6,914 global accepts · Rating: 1100 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: greedy, implementation, sortings

[Aidos's solution](#)

1435.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: greedy, math

[Aidos's solution](#)

1436.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: implementation

[Aidos's solution](#)

1437.

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[Aidos's solution](#)

1438.

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: constructive algorithms, strings

[Aidos's solution](#)

1439.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: brute force, implementation, strings

[Aidos's solution](#)

1440.

196A

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

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: greedy, strings

[Aidos's solution](#)

1441.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 1100 · first AC: 2015-01-20 · Java 8 (first AC) · Tags: *special, greedy, sortings

[Aidos's solution](#)

1442.

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2015-01-19 · Java 8 (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1443.

186A

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

Quality: 18,464 global accepts · Rating: 1100 · first AC: 2015-01-19 · Java 8 (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1444.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1445.

116B

[Little Pigs and Wolves](#) · [Tutorial](#)

Quality: 14,614 global accepts · Rating: 1100 · first AC: 2015-01-18 · Java 7 (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1446.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2015-01-18 · Java 7 (first AC) · Tags: implementation

[Aidos's solution](#)

1447.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: implementation, math

[Aidos's solution](#)

1448.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: constructive algorithms, greedy

[Aidos's solution](#)

1449.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: greedy

[Aidos's solution](#)

1450.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1451.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1452.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: implementation

[Aidos's solution](#)

1453.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: implementation

[Aidos's solution](#)

1454.

405B

[Domino Effect](#) · [Tutorial](#)

Quality: 6,107 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

1455.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: greedy, implementation, sortings

[Aidos's solution](#)

1456.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,890 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1457.

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: brute force

[Aidos's solution](#)

1458.

495A

[Digital Counter](#) · [Tutorial](#)

Quality: 8,963 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: implementation

[Aidos's solution](#)

1459.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: brute force, implementation, math, number theory

[Aidos's solution](#)

1460.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2015-01-12 · last AC: 2015-01-12 · Java 7 (first AC) · Tags: data structures, dsu, strings

[Aidos's solution](#)

1461.

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: data structures, dp

[Aidos's solution](#)

1462.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,786 global accepts · Rating: 1100 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: sortings

[Aidos's solution](#)

1463.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

1464.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1465.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1466.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,852 global accepts · Rating: 1100 · first AC: 2014-10-29 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Aidos's solution](#)

1467.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · MS C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1468.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1469.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: data structures, implementation

[Aidos's solution](#)

1470.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: greedy, math

[Aidos's solution](#)

1471.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

1472.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1473.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1100 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[Aidos's solution](#)

1474.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1475.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, geometry, math

[Aidos's solution](#)

1476.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[Aidos's solution](#)

1477.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1478.

362B

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

Quality: 14,732 global accepts · Rating: 1100 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

1479.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: implementation, math

[Aidos's solution](#)

1480.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,830 global accepts · Rating: 1100 · first AC: 2013-11-13 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[Aidos's solution](#)

1481.

289A

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

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-11-12 · GNU C++0x (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1482.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,074 global accepts · Rating: 1100 · first AC: 2013-11-11 · GNU C++0x (first AC) · Tags: brute force, dp

[Aidos's solution](#)

1483.

259C

[Little Elephant and Bits](#) · [Tutorial](#)

Rating: 1100 · first AC: 2013-10-18 · GNU C++0x (first AC) · Tags: greedy, strings

[Aidos's solution](#)

1484.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2013-10-18 · GNU C++0x (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1485.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++0x (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1486.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2013-10-13 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

1487.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2013-09-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1488.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++0x (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

1489.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-13 · Java 7 (first AC) · Tags: greedy

[Aidos's solution](#)

1490.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-05-26 · GNU C++ (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1491.

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2013-04-25 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[Aidos's solution](#)

1492.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)

1493.

296A

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

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2013-04-11 · GNU C++0x (first AC) · Tags: greedy, math

[Aidos's solution](#)

1494.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2013-04-11 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)

1495.

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2013-03-21 · GNU C++ (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1496.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2013-02-03 · GNU C++ (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

1497.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[Aidos's solution](#)

1498.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1499.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,825 global accepts · Rating: 1100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: geometry, implementation, math

[Aidos's solution](#)

1500.

252A

[Little Xor](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 1100 · first AC: 2013-01-29 · GNU C++ (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1501.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,354 global accepts · Rating: 1200 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Aidos's solution](#)

1502.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,570 global accepts · Rating: 1200 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Aidos's solution](#)

1503.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1200 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Aidos's solution](#)

1504.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2015-01-18 · last AC: 2026-03-14 · Java 8 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Aidos's solution](#)

1505.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2013-11-08 · last AC: 2026-01-24 · GNU C++0x (first AC) · Tags: data structures, implementation

[Aidos's solution](#)

1506.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2020-05-09 · last AC: 2026-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Aidos's solution](#)

1507.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1508.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[Aidos's solution](#)

1509.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Aidos's solution](#)

1510.

1769C1

[Accurate CD\\$C](#) ·

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, greedy

[Aidos's solution](#)

1511.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[Aidos's solution](#)

1512.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Aidos's solution](#)

1513.

1537C

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

Quality: 30,282 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aidos's solution](#)

1514.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Aidos's solution](#)

1515.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Aidos's solution](#)

1516.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Aidos's solution](#)

1517.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,482 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Aidos's solution](#)**1518.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,484 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math

[Aidos's solution](#)**1519.**

774C

[Maximum Number](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1200 · first AC: 2021-09-08 · Python 3 (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[Aidos's solution](#)**1520.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, sortings

[Aidos's solution](#)**1521.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Aidos's solution](#)**1522.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[Aidos's solution](#)**1523.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Aidos's solution](#)**1524.**

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Aidos's solution](#)**1525.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)**1526.**

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Aidos's solution](#)

1527.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

1528.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,812 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Aidos's solution](#)

1529.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1530.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Aidos's solution](#)

1531.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2020-07-03 · last AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

[Aidos's solution](#)

1532.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1533.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1534.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,296 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Aidos's solution](#)

1535.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

1536.

88A

[Chord](#) · [Tutorial](#)

Quality: 4,089 global accepts · Rating: 1200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1537.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force,

implementation

[Aidos's solution](#)

1538.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Aidos's solution](#)

1539.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[Aidos's solution](#)

1540.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,938 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1541.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1542.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[Aidos's solution](#)

1543.

1214C

[Bad Sequence](#) · [Tutorial](#)

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1544.

1339B

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1545.

1355A

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1546.

1352C

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Quality: 69,771 global accepts · Rating: 1200 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

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1547.

1352B

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1548.

574A

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1549.

1140B

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1550.

606A

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1551.

1013B

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1552.

754A

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1553.

1354B

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1554.

1343C

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1555.

1042B

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1556.

998B

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1557.

1328C

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1558.

554B

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1559.

902B

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1560.

583B

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1561.

1076A

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1562.

1155B

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1563.

743A

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1564.

714B

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776B

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1131C

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1567.

999C

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1568.

1133C

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1569.

1245B

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1570.

779C

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1571.

1015B

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1572.

1221C

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1573.

1196B

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1574.

1257C

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1203B

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1270B

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1272B

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765C

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701B

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1104B

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875A

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1604.

732C

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1605.

787A

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1140D

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1607.

1076B

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1154B

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1609.

1027B

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1100C

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1068B

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1615.

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1619.

989B

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1620.

1149A

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1621.

1028B

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1622.

1017B

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1623.

960A

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1624.

920B

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903C

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1629.

903B

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769B

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1631.

749B

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1632.

722B

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717C

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1634.

708A

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1635.

639A

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1636.

645B

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1637.

645A

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1638.

637B

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1639.

631B

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1640.

630R

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1641.

630B

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1642.

625B

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1643.

612B

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1644.

102A

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1645.

546B

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1646.

523A

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1647.

522A

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1648.

514A

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1649.

151B

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1650.

112B

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1651.

208D

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1652.

366B

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1653.

171A

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1763.

628C

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Quality: 6,522 global accepts · Rating: 1300 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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1764.

628B

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Quality: 12,059 global accepts · Rating: 1300 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aidos's solution](#)

1765.

239C

[Not Wool Sequences](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Aidos's solution](#)

1766.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,651 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

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1767.

1182B

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Quality: 12,002 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

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1768.

716B

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Quality: 13,003 global accepts · Rating: 1300 · first AC: 2020-03-11 · Python 3 (first AC) · Tags: greedy, two pointers

[Aidos's solution](#)

1769.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-03-11 · Python 3 (first AC) · Tags: greedy, implementation

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1770.

1194C

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1771.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

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1772.

1225B2

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Quality: 12,197 global accepts · Rating: 1300 · first AC: 2020-03-11 · Python 3 (first AC) · Tags: implementation, two pointers

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1773.

1220B

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1774.

1077C

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1775.

1260B

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1776.

1100B

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1777.

707B

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1778.

1285B

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1779.

962A

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1780.

1217A

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1781.

1203C

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1782.

1234B2

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[Aidos's solution](#)

1783.

1294C

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[Aidos's solution](#)

1784.

1249C1

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Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Aidos's solution](#)

1785.

1249B2

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1786.

1237B

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Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[Aidos's solution](#)

1787.

1209B

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Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

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1788.

195B

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[Aidos's solution](#)

1789.

234C

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[Aidos's solution](#)

1790.

1176C

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[Aidos's solution](#)

1791.

1174C

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1792.

1059B

[Forgery](#) · [Tutorial](#)

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1793.

976B

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[Aidos's solution](#)

1794.

808B

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1795.

996B

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1796.

900B

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[Aidos's solution](#)

1797.

1155C

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[Aidos's solution](#)

1798.

1003C

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[Aidos's solution](#)

1799.

761B

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[Aidos's solution](#)

1800.

964B

[Messages](#) · [Tutorial](#)

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[Aidos's solution](#)

1801.

876B

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Quality: 10,325 global accepts · Rating: 1300 · first AC: 2019-05-26 · Python 3 (first AC) · Tags: implementation, math, number theory

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1802.

899C

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Quality: 9,045 global accepts · Rating: 1300 · first AC: 2019-05-26 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, math

[Aidos's solution](#)

1803.

840A

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Quality: 7,471 global accepts · Rating: 1300 · first AC: 2019-05-26 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Aidos's solution](#)

1804.

1096B

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Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-05-26 · PyPy 3 (first AC) · Tags: combinatorics, math, strings

[Aidos's solution](#)

1805.

1004B

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Quality: 9,935 global accepts · Rating: 1300 · first AC: 2019-05-26 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aidos's solution](#)

1806.

1076C

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Quality: 13,424 global accepts · Rating: 1300 · first AC: 2019-05-26 · PyPy 3 (first AC) · Tags: binary search, math

[Aidos's solution](#)

1807.

588B

[Duff in Love](#) · [Tutorial](#)

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[Aidos's solution](#)

1808.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2019-05-26 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[Aidos's solution](#)

1809.

1007A

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Quality: 13,069 global accepts · Rating: 1300 · first AC: 2019-05-26 · PyPy 3 (first AC) · Tags: combinatorics, data structures, math, sortings,

two pointers

[Aidos's solution](#)

1810.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2019-05-25 · Python 3 (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

1811.

1005C

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Quality: 13,053 global accepts · Rating: 1300 · first AC: 2019-05-23 · Python 3 (first AC) · Tags: brute force, greedy, implementation

[Aidos's solution](#)

1812.

1113B

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Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-05-23 · Python 3 (first AC) · Tags: greedy, number theory

[Aidos's solution](#)

1813.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2019-05-23 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

1814.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2019-05-23 · Python 3 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[Aidos's solution](#)

1815.

1157C1

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Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1816.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1817.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Aidos's solution](#)

1818.

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

[Aidos's solution](#)

1819.

1037B

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Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

1820.

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
[Aidos's solution](#)

1821.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Aidos's solution](#)

1822.

956A

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Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[Aidos's solution](#)

1823.

953A

[2-3-numbers](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-19 · Mono C# (first AC) · Tags: —
[Aidos's solution](#)

1824.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings
[Aidos's solution](#)

1825.

932B

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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
[Aidos's solution](#)

1826.

922A

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Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Aidos's solution](#)

1827.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · MS C++ (first AC) · Tags: brute force
[Aidos's solution](#)

1828.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Aidos's solution](#)

1829.

96B

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Quality: 19,107 global accepts · Rating: 1300 · first AC: 2018-01-31 · last AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force
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1830.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · Java 8 (first AC) · Tags: constructive algorithms, math
[Aidos's solution](#)

1831.

893C

[Rumor](#) · [Tutorial](#)

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

[Aidos's solution](#)

1832.

883F

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Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[Aidos's solution](#)

1833.

871A

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Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

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1834.

821B

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Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: brute force, math

[Aidos's solution](#)

1835.

810B

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Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: greedy, sortings

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1836.

798B

[Mike and strings](#) · [Tutorial](#)

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[Aidos's solution](#)

1837.

747C

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[Aidos's solution](#)

1838.

730H

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[Aidos's solution](#)

1839.

722A

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1840.

681B

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Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: brute force

[Aidos's solution](#)

1841.

653B

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Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

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1842.

633B

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Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

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1843.

630N

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[Aidos's solution](#)

1844.

630F

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1845.

626B

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1846.

621B

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[Aidos's solution](#)

1847.

617B

[Chocolate](#) · [Tutorial](#)

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[Aidos's solution](#)

1848.

610B

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[Aidos's solution](#)

1849.

612A

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Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

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1850.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,167 global accepts · Rating: 1300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[Aidos's solution](#)

1851.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,201 global accepts · Rating: 1300 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1852.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[Aidos's solution](#)

1853.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

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1854.

545D

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Quality: 29,518 global accepts · Rating: 1300 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[Aidos's solution](#)

1855.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Aidos's solution](#)

1856.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-02-28 · last AC: 2015-03-01 · MS C++ (first AC) · Tags: greedy, implementation, math, number theory

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1857.

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2015-02-21 · Java 8 (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Aidos's solution](#)

1858.

227A

[Where do I Turn?](#) · [Tutorial](#)

Quality: 4,585 global accepts · Rating: 1300 · first AC: 2015-02-11 · Java 8 (first AC) · Tags: geometry

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1859.

215B

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[Aidos's solution](#)

1860.

509B

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[Aidos's solution](#)

1861.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: greedy, math, strings

[Aidos's solution](#)

1862.

257B

[Playing Cubes](#) · [Tutorial](#)

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[Aidos's solution](#)

1863.

185A

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Quality: 6,521 global accepts · Rating: 1300 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: math

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1864.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: implementation

[Aidos's solution](#)

1865.

303A

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Quality: 8,571 global accepts · Rating: 1300 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: constructive algorithms, implementation, math

[Aidos's solution](#)

1866.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1300 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: implementation, strings

[Aidos's solution](#)

1867.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: implementation

[Aidos's solution](#)

1868.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: brute force, dp, implementation

[Aidos's solution](#)

1869.

192A

[Funky Numbers](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1300 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: binary search, brute force, implementation

[Aidos's solution](#)

1870.

311A

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Quality: 4,225 global accepts · Rating: 1300 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

1871.

426B

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

Quality: 3,960 global accepts · Rating: 1300 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: implementation

[Aidos's solution](#)

1872.

161A

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Quality: 5,475 global accepts · Rating: 1300 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: binary search, brute force, greedy, two pointers

[Aidos's solution](#)

1873.

222B

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Quality: 6,567 global accepts · Rating: 1300 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: data structures, implementation

[Aidos's solution](#)

1874.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: math

[Aidos's solution](#)

1875.

378B

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Quality: 6,193 global accepts · Rating: 1300 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

1876.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: binary search, combinatorics, two pointers

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1877.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: implementation, number theory

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1878.

298A

[Snow Footprints](#) · [Tutorial](#)

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1879.

58B

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Quality: 13,230 global accepts · Rating: 1300 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: greedy

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1880.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: greedy, implementation, sortings

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1881.

246B

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Quality: 12,273 global accepts · Rating: 1300 · first AC: 2015-01-17 · Java 7 (first AC) · Tags: greedy, math

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1882.

437A

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[Aidos's solution](#)

1883.

469B

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[Aidos's solution](#)

1884.

485B

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1885.

471B

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1886.

493A

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1887.

486B

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1888.

450B

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[Aidos's solution](#)

1889.

478B

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Quality: 41,263 global accepts · Rating: 1300 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Aidos's solution](#)

1890.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: implementation, sortings

[Aidos's solution](#)

1891.

462B

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

Quality: 15,565 global accepts · Rating: 1300 · first AC: 2014-10-29 · MS C++ (first AC) · Tags: greedy

[Aidos's solution](#)

1892.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

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[Aidos's solution](#)

1893.

117A

[Elevator](#) · [Tutorial](#)

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[Aidos's solution](#)

1894.

472B

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[Aidos's solution](#)

1895.

459B

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

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: combinatorics, implementation, sortings

[Aidos's solution](#)

1896.

429A

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Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: dfs and similar, trees

[Aidos's solution](#)

1897.

158D

[Ice Sculptures](#) · [Tutorial](#)

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[Aidos's solution](#)

1898.

330B

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[Aidos's solution](#)

1899.

146B

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[Aidos's solution](#)

1900.

221C

[Little Elephant and Problem](#) · [Tutorial](#)

Rating: 1300 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: sortings

[Aidos's solution](#)

1901.

221B

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Quality: 4,909 global accepts · Rating: 1300 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

1902.

371B

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[Aidos's solution](#)

1903.

370B

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[Aidos's solution](#)

1904.

189B

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[Aidos's solution](#)

1905.

189A

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Quality: 80,880 global accepts · Rating: 1300 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: brute force, dp

[Aidos's solution](#)

1906.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 1300 · first AC: 2013-11-20 · MS C# (first AC) · Tags: implementation

[Aidos's solution](#)

1907.

352B

[Jeff and Periods](#) · [Tutorial](#)

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[Aidos's solution](#)**1908.**

40A

[Find Color](#) · [Tutorial](#)

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[Aidos's solution](#)**1909.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1300 · first AC: 2013-11-09 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)**1910.**

347A

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[Aidos's solution](#)**1911.**

318B

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[Aidos's solution](#)**1912.**

312B

[Archer](#) · [Tutorial](#)

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[Aidos's solution](#)**1913.**

291B

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Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · GNU C++0x (first AC) · Tags: *special, implementation, strings

[Aidos's solution](#)**1914.**

27B

[Tournament](#) · [Tutorial](#)

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[Aidos's solution](#)**1915.**

25A

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Quality: 103,877 global accepts · Rating: 1300 · first AC: 2013-04-11 · GNU C++0x (first AC) · Tags: brute force

[Aidos's solution](#)**1916.**

289C

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

Rating: 1300 · first AC: 2013-04-02 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)**1917.**

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,460 global accepts · Rating: 1300 · first AC: 2013-02-12 · GNU C++ (first AC) · Tags: binary search, brute force, math, number

theory

[Aidos's solution](#)

1918.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,377 global accepts · Rating: 1400 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Aidos's solution](#)

1919.

2074D

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Quality: 12,065 global accepts · Rating: 1400 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

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1920.

2126E

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Quality: 17,018 global accepts · Rating: 1400 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aidos's solution](#)

1921.

520B

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[Aidos's solution](#)

1922.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2025-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[Aidos's solution](#)

1923.

2009E

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Quality: 17,667 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Aidos's solution](#)

1924.

2009D

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Quality: 18,774 global accepts · Rating: 1400 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

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1925.

1526B

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Quality: 36,734 global accepts · Rating: 1400 · first AC: 2024-03-08 · PyPy 3-64 (first AC) · Tags: dp, math, number theory

[Aidos's solution](#)

1926.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Aidos's solution](#)

1927.

1769B2

[Aesop's Fable](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math

[Aidos's solution](#)

1928.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Aidos's solution](#)

1929.

245E

[Mishap in Club](#) · [Tutorial](#)

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[Aidos's solution](#)

1930.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2021-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Aidos's solution](#)

1931.

1363B

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[Aidos's solution](#)

1932.

1369C

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[Aidos's solution](#)

1933.

1375C

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Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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1934.

402B

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[Aidos's solution](#)

1935.

1061B

[Views Matter](#) · [Tutorial](#)

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[Aidos's solution](#)

1936.

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1937.

727C

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Quality: 8,961 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Aidos's solution](#)

1938.

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,008 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Aidos's solution](#)

1939.

1374D

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[Aidos's solution](#)

1940.

803A

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[Aidos's solution](#)

1941.

911C

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1942.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

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1943.

1189C

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1944.

1332B

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Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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1945.

1256B

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[Aidos's solution](#)

1946.

1370C

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[Aidos's solution](#)

1947.

940B

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Quality: 9,507 global accepts · Rating: 1400 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Aidos's solution](#)

1948.

1324D

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sortings, two pointers

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1949.

1312C

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1950.

1348B

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Quality: 27,489 global accepts · Rating: 1400 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

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1951.

1354C1

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1952.

515C

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1953.

797B

[Odd sum](#) · [Tutorial](#)

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1954.

414B

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1955.

762B

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[Aidos's solution](#)

1956.

988C

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[Aidos's solution](#)

1957.

1251B

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Quality: 11,619 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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1958.

851B

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Quality: 5,890 global accepts · Rating: 1400 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[Aidos's solution](#)

1959.

1215B

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[Aidos's solution](#)

1960.

1276A

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[Aidos's solution](#)

1961.

987C

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[Aidos's solution](#)

1962.

159C

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1963.

335A

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Quality: 2,846 global accepts · Rating: 1400 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Aidos's solution](#)

1964.

1201C

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[Aidos's solution](#)

1965.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-03-11 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[Aidos's solution](#)

1966.

1292A

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Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-03-11 · Python 3 (first AC) · Tags: data structures, dsu, implementation

[Aidos's solution](#)

1967.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2020-03-11 · Python 3 (first AC) · Tags: constructive algorithms, dp, greedy

[Aidos's solution](#)

1968.

1197C

[Array Splitting](#) · [Tutorial](#)

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[Aidos's solution](#)

1969.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-03-11 · Python 3 (first AC) · Tags: math

[Aidos's solution](#)

1970.

1195C

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[Aidos's solution](#)

1971.

1285C

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Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-03-10 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[Aidos's solution](#)

1972.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-03-10 · PyPy 3 (first AC) · Tags: implementation, math

[Aidos's solution](#)

1973.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Aidos's solution](#)

1974.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

1975.

1191C

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Rating: 1400 · first AC: 2019-07-13 · PyPy 3 (first AC) · Tags: implementation

[Aidos's solution](#)

1976.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,423 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

1977.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Aidos's solution](#)

1978.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2019-06-25 · PyPy 3 (first AC) · Tags: math, sortings

[Aidos's solution](#)

1979.

1009B

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

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2019-06-17 · PyPy 3 (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

1980.

1167C

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Quality: 26,005 global accepts · Rating: 1400 · first AC: 2019-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Aidos's solution](#)

1981.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-30 · PyPy 3 (first AC) · Tags: brute force, divide and conquer, interactive, math

[Aidos's solution](#)

1982.

962C

[Make a Square](#) · [Tutorial](#)

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1983.

1088C

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1984.

995B

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1985.

1154C

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1986.

675B

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1987.

937B

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1988.

757B

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1989.

1104C

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1990.

762A

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1991.

977D

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1992.

1091C

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1993.

804B

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1994.

1068A

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1995.

670D1

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1996.

1102B

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1997.

710B

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1998.

1004C

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1999.

1156A

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2000.

934A

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2001.

920C

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2002.

898C

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2003.

843A

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2004.

713A

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2005.

703B

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2006.

699C

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2007.

699B

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2008.

679A

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2009.

677B

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2010.

641B

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2011.

650A

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2012.

630H

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2013.

630L

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2014.

612C

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2015.

581C

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2016.

550B

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2017.

544B

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2018.

546C

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2019.

548B

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2020.

538B

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2021.

538A

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534B

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2023.

526B

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[Aidos's solution](#)

2024.

525B

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2025.

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2026.

523C

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2027.

518B

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2028.

516A

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513B1

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2030.

290A

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2031.

417C

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2032.

337B

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2033.

248B

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279A

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2035.

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2036.

507B

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2037.

111A

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261A

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253B

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2040.

284A

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2041.

315A

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2042.

445B

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2043.

289B

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401C

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2045.

131C

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2046.

437C

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2047.

81A

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2048.

416A

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2049.

479B

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441B

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485A

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277A

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2054.

489C

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479C

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2056.

415D

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286A

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493B

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492C

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260A

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182D

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2062.

24A

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2063.

124B

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430B

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2070.

388A

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369B

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379C

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158C

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313C

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2076.

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233B

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2078.

363C

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2079.

42A

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2080.

30A

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2081.

359B

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2082.

358A

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2083.

357B

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2084.

316A2

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296C

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[Aidos's solution](#)

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26B

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2087.

205B

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2088.

272B

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270B

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2090.

2149E

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1915F

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166C

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2094.

1924A

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2095.

289D

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2096.

64B

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2097.

1418C

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2098.

1101E

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2099.

1400C

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2100.

1385D

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1542B

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340D

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1101C

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1147A

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1490F

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1492C

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1278B

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1366C

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[Aidos's solution](#)**2109.**

1426D

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2110.

1399D

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1397B

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1326D1

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[Aidos's solution](#)**2113.**

1473C

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[Aidos's solution](#)**2114.**

1391C

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Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

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1404A

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1338A

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1416A

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[Aidos's solution](#)**2118.**

1419D2

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Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Aidos's solution](#)**2119.**

1287B

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2120.

1313C1

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2121.

990C

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2122.

88B

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2123.

702C

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2124.

31B

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2125.

1368C

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2126.

1368B

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Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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2127.

1154D

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2128.

1203E

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2129.

1256D

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2130.

940C

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Quality: 6,684 global accepts · Rating: 1500 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Aidos's solution](#)

2131.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar

[Aidos's solution](#)

2132.

316E1

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Quality: 1,548 global accepts · Rating: 1500 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

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2133.

1133D

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Quality: 16,452 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

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2134.

614A

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[Aidos's solution](#)

2135.

1213D1

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Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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2136.

274A

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

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[Aidos's solution](#)

2137.

877B

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Quality: 11,926 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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2138.

1332C

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Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

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2139.

1323B

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Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[Aidos's solution](#)

2140.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

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2141.

1352E

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Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[Aidos's solution](#)

2142.

264B

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Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

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2143.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Aidos's solution](#)

2144.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Aidos's solution](#)

2145.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

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[Aidos's solution](#)

2146.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Aidos's solution](#)

2147.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,815 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aidos's solution](#)

2148.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Aidos's solution](#)

2149.

1102D

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

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Aidos's solution](#)

2150.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

2151.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aidos's solution](#)

2152.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[Aidos's solution](#)

2153.

496C

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Quality: 8,155 global accepts · Rating: 1500 · first AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Aidos's solution](#)

2154.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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2155.

1253C

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Quality: 15,304 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

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2156.

1307C

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2157.

1084C

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Quality: 11,661 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

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2158.

1005D

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2159.

991D

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2160.

204B

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Quality: 5,909 global accepts · Rating: 1500 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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2161.

760B

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Quality: 7,803 global accepts · Rating: 1500 · first AC: 2020-05-06 · last AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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2162.

710C

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2163.

1269B

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[Aidos's solution](#)

2164.

677C

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2165.

982C

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2166.

1325C

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Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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2167.

1136C

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[Aidos's solution](#)

2168.

1242A

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2169.

1201B

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[Aidos's solution](#)

2170.

1272D

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Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: brute force, dp

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2171.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: greedy

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2172.

1283C

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2173.

1250L

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Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Aidos's solution](#)

2174.

1250H

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Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aidos's solution](#)

2175.

1249C2

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[Aidos's solution](#)

2176.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[Aidos's solution](#)

2177.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,657 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Aidos's solution](#)

2178.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,735 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Aidos's solution](#)

2179.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Aidos's solution](#)

2180.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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2181.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Aidos's solution](#)

2182.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-29 · last AC: 2019-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aidos's solution](#)

2183.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Aidos's solution](#)

2184.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-23 · last AC: 2019-06-23 · PyPy 3 (first AC) · Tags: greedy, implementation

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2185.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Aidos's solution](#)

2186.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2019-06-18 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[Aidos's solution](#)

2187.

687A

[NP-Hard Problem](#) · [Tutorial](#)

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[Aidos's solution](#)

2188.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2019-06-15 · PyPy 3 (first AC) · Tags: binary search, strings, two pointers

[Aidos's solution](#)

2189.

611C

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

Quality: 9,024 global accepts · Rating: 1500 · first AC: 2019-06-14 · PyPy 3 (first AC) · Tags: dp, implementation

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2190.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-06-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[Aidos's solution](#)

2191.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2019-06-14 · PyPy 3 (first AC) · Tags: binary search, dp, strings, two pointers

[Aidos's solution](#)

2192.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-06-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[Aidos's solution](#)

2193.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2019-06-03 · PyPy 3 (first AC) · Tags: dfs and similar, graphs

[Aidos's solution](#)

2194.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2019-05-28 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

2195.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2019-05-27 · PyPy 3 (first AC) · Tags: brute force, data structures, implementation, math

[Aidos's solution](#)

2196.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-05-27 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, math

[Aidos's solution](#)

2197.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-05-27 · PyPy 3 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

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2198.

864C

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2199.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

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2200.

743C

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2201.

742B

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2202.

707C

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2203.

1141C

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2204.

1110C

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2205.

670D2

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2206.

977E

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2207.

997A

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Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-05-24 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

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2208.

1105C

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2209.

1010A

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2210.

960B

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2211.

959C

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2212.

930A

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2213.

901A

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2214.

891A

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2215.

883E

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2216.

860A

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[Aidos's solution](#)

2217.

859C

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2218.

839C

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2219.

821C

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2220.

810C

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Rating: 1500 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: implementation, math, sortings

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2221.

771B

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2222.

771A

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2223.

749C

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Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

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2224.

746D

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2225.

724B

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2226.

674A

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Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

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2227.

638B

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2228.

630K

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2229.

620C

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2230.

272C

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2231.

91A

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2232.

91B

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2233.

587A

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2234.

584B

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2235.

580C

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2236.

580B

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Quality: 31,925 global accepts · Rating: 1500 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: binary search, sortings, two pointers

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2237.

576A

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2238.

566F

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555A

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553A

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2241.

550C

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2242.

550A

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2243.

437B

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Quality: 10,449 global accepts · Rating: 1500 · first AC: 2015-03-23 · last AC: 2015-03-23 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, sortings

[Aidos's solution](#)

2244.

528A

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Rating: 1500 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: data structures, implementation

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2245.

523B

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2246.

128A

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2247.

520C

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2248.

510B

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2249.

425A

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2250.

229A

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2251.

278B

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2252.

443B

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2253.

332B

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2254.

441C

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2255.

329A

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2256.

159D

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2257.

409H

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2258.

358B

[Dima and Text Messages](#) · [Tutorial](#)

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2259.

165B

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2260.

166E

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[Aidos's solution](#)

2261.

415C

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Rating: 1500 · first AC: 2015-01-15 · Java 7 (first AC) · Tags: constructive algorithms, greedy, number theory

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2262.

415B

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2263.

282B

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2264.

501C

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2265.

504A

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2266.

271C

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2267.

496B

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2268.

497A

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[Aidos's solution](#)

2269.

495C

[Treasure](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-12-16 · Java 8 (first AC) · Tags: greedy, implementation

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2270.

490B

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2271.

460B

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2272.

455A

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2273.

245D

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2274.

121B

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2275.

149C

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2276.

468A

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2277.

355C

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Rating: 1500 · first AC: 2014-08-18 · GNU C++ (first AC) · Tags: brute force, dp

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2278.

265D

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Rating: 1500 · first AC: 2014-07-10 · GNU C++ (first AC) · Tags: dp, number theory

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2279.

436A

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2280.

404B

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[Aidos's solution](#)

2281.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

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2282.

400C

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2283.

224B

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[Aidos's solution](#)

2284.

367A

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[Aidos's solution](#)

2285.

362A

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Quality: 2,805 global accepts · Rating: 1500 · first AC: 2013-11-14 · GNU C++ (first AC) · Tags: greedy, math

[Aidos's solution](#)

2286.

205C

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Rating: 1500 · first AC: 2013-11-12 · GNU C++0x (first AC) · Tags: binary search, brute force, combinatorics, dp, math

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2287.

18A

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2288.

17B

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2289.

357C

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Rating: 1500 · first AC: 2013-10-16 · GNU C++0x (first AC) · Tags: data structures

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2290.

300B

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Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-04-25 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs

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2291.

29B

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2292.

282C

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[Aidos's solution](#)

2293.

276C

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Quality: 39,553 global accepts · Rating: 1500 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: data structures, greedy, implementation, sortings

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2294.

275C

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Rating: 1500 · first AC: 2013-02-21 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

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2295.

268C

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Quality: 14,639 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

2296.

2A

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[Aidos's solution](#)

2297.

1678C

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Rating: 1600 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Aidos's solution](#)

2298.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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2299.

2074E

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2300.

2167F

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Quality: 7,133 global accepts · Rating: 1600 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

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2301.

2167E

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Quality: 9,068 global accepts · Rating: 1600 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

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2302.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Aidos's solution](#)

2303.

2184D

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Quality: 9,500 global accepts · Rating: 1600 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Aidos's solution](#)

2304.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,608 global accepts · Rating: 1600 · first AC: 2021-12-28 · last AC: 2026-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

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2305.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

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2306.

2046B

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Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Aidos's solution](#)

2307.

350C

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2308.

1801A

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Quality: 9,748 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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2309.

1928C

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2310.

298D

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Rating: 1600 · first AC: 2023-05-31 · Java 11 (first AC) · Tags: greedy, math, sortings

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2311.

347C

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2312.

64C

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2313.

318C

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Rating: 1600 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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2314.

34D

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2315.

23B

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Quality: 3,861 global accepts · Rating: 1600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

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2316.

11B

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2317.

1660E

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2318.

1660D

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Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

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2319.

1658D1

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2320.

1514C

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2321.

1519D

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[Aidos's solution](#)

2322.

1371D

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Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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2323.

1513C

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[Aidos's solution](#)

2324.

1497C2

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2325.

597B

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2326.

1486C1

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2327.

1165D

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2328.

1234D

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[Aidos's solution](#)

2329.

1374E1

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2330.

845B

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2331.

1364C

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2332.

1165E

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2333.

822C

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835C

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[Aidos's solution](#)**2335.**

1217B

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[Aidos's solution](#)**2336.**

1015D

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[Aidos's solution](#)**2337.**

1294D

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725C

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[Aidos's solution](#)**2339.**

940D

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[Aidos's solution](#)**2340.**

316B2

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[Aidos's solution](#)**2341.**

314A

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[Aidos's solution](#)**2342.**

1098A

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2343.

1213D2

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2344.

1096C

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2345.

1353D

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2346.

1352G

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2347.

244B

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2348.

1303C

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2349.

305A

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2350.

691B

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2351.

712C

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2352.

1140C

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2353.

340C

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2354.

605A

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2355.

1203D1

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2356.

1349A

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2357.

1196D2

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2358.

1288C

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2359.

1033C

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2360.

232A

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2361.

75C

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2362.

68B

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830B

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2364.

1342C

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2365.

231C

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2366.

435C

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2367.

376D

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2368.

373B

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2369.

1003D

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2370.

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2371.

1290A

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2373.

1188A1

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2374.

1163B2

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2375.

381C

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2376.

1113C

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2377.

407B

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2378.

32D

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2379.

788A

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2380.

570C

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2381.

601A

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2382.

706C

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2383.

1175C

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2384.

1175B

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2385.

320C

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2386.

1059C

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2387.

568A

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992B

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2389.

682C

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2390.

1151B

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Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-05-26 · Python 3 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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780C

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2392.

704A

[Thor](#) · [Tutorial](#)

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2393.

1137A

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2394.

1137B

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1041C

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2396.

1028C

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2397.

1017C

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2398.

966A

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Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[Aidos's solution](#)

2399.

284C

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Rating: 1600 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp

[Aidos's solution](#)

2400.

956B

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Rating: 1600 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Aidos's solution](#)

2401.

947B

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Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Aidos's solution](#)

2402.

949A

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Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: greedy

[Aidos's solution](#)

2403.

930B

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[Aidos's solution](#)

2404.

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Aidos's solution](#)

2405.

922C

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Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · MS C++ (first AC) · Tags: brute force, number theory

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2406.

916C

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Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Aidos's solution](#)

2407.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Aidos's solution](#)

2408.

898E

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2409.

898D

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[Aidos's solution](#)

2410.

860B

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2411.

856A

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2412.

848A

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Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

2413.

793B

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2414.

777C

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Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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2415.

768B

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Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

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2416.

746C

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736B

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2418.

736A

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2419.

730G

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2420.

722C

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2421.

715A

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2422.

681C

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678B

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Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: implementation

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2424.

678C

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2425.

674B

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Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

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2426.

639B

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Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

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645C

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2428.

637D

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Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++ (first AC) · Tags: *special, data structures, dp, greedy

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2429.

630G

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2430.

626C

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2431.

618C

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2432.

617C

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2433.

616D

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2434.

600A

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Quality: 5,812 global accepts · Rating: 1600 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

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2435.

243A

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2436.

573B

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Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[Aidos's solution](#)

2437.

559A

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2438.

538C

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2439.

534C

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Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: math

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2440.

525C

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[Aidos's solution](#)

2441.

524A

[A\\$>Ct=CāCÔ>, C\\$K Ct=C 5D\\$5 DÔBC,,E C`NCD5C“ð](#)

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

2442.

523D

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2443.

518C

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Quality: 6,365 global accepts · Rating: 1600 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: constructive algorithms, data structures, implementation

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2444.

518A

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[Aidos's solution](#)

2445.

512A

[Fox And Names](#) · [Tutorial](#)

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2446.

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2015-01-27 · Java 8 (first AC) · Tags: constructive algorithms, greedy

[Aidos's solution](#)

2447.

165C

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Quality: 13,823 global accepts · Rating: 1600 · first AC: 2015-01-24 · Java 8 (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[Aidos's solution](#)

2448.

237C

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Quality: 6,648 global accepts · Rating: 1600 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: binary search, number theory, two pointers

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2449.

375A

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Quality: 5,343 global accepts · Rating: 1600 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: math, number theory

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2450.

444A

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2451.

337C

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[Aidos's solution](#)

2452.

407A

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Quality: 5,173 global accepts · Rating: 1600 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: brute force, geometry, implementation, math

[Aidos's solution](#)

2453.

431C

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2454.

235A

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[Aidos's solution](#)

2455.

405C

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2456.

348A

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Quality: 14,683 global accepts · Rating: 1600 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: binary search, math, sortings

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2457.

317A

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[Aidos's solution](#)

2458.

377A

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[Aidos's solution](#)

2459.

322B

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2460.

346A

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2461.

372A

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2462.

500C

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[Aidos's solution](#)

2463.

500B

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Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · Java 7 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

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2464.

495B

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Quality: 8,264 global accepts · Rating: 1600 · first AC: 2014-12-16 · Java 8 (first AC) · Tags: math, number theory

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2465.

493C

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[Aidos's solution](#)

2466.

135B

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Quality: 2,653 global accepts · Rating: 1600 · first AC: 2014-10-28 · MS C++ (first AC) · Tags: brute force, geometry, math

[Aidos's solution](#)

2467.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2014-10-28 · MS C++ (first AC) · Tags: constructive algorithms, sortings

[Aidos's solution](#)

2468.

214B

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Quality: 5,352 global accepts · Rating: 1600 · first AC: 2014-10-26 · MS C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

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2469.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

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2470.

453A

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2471.

446A

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2472.

283A

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429B

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2474.

424C

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Quality: 5,951 global accepts · Rating: 1600 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: math

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2475.

383A

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2476.

369C

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[Aidos's solution](#)

2477.

334C

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Rating: 1600 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: math

[Aidos's solution](#)

2478.

371C

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2479.

219C

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2480.

364A

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2481.

272D

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2482.

353C

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Quality: 5,263 global accepts · Rating: 1600 · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: implementation, math, number theory

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2483.

344C

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Rating: 1600 · first AC: 2013-09-14 · GNU C++0x (first AC) · Tags: math, number theory

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2484.

344D

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Rating: 1600 · first AC: 2013-09-14 · GNU C++0x (first AC) · Tags: data structures, greedy, implementation

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2485.

305C

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2486.

291D

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2487.

269A

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Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-02 · GNU C++ (first AC) · Tags: greedy, math

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2488.

270C

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Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, math, sortings

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2489.

1B

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2490.

2094G

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Quality: 7,848 global accepts · Rating: 1700 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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2491.

2123F

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Quality: 9,759 global accepts · Rating: 1700 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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2492.

2009F

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2493.

245C

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2494.

281B

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2495.

295B

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2496.

76E

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Quality: 1,892 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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2497.

1660F1

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2498.

1658C

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2499.

1469D

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2500.

1430D

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Quality: 9,309 global accepts · Rating: 1700 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Aidos's solution](#)

2501.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, interactive, ternary search

[Aidos's solution](#)

2502.

1485C

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Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math, number theory

[Aidos's solution](#)

2503.

1473D

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

[Aidos's solution](#)

2504.

900C

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Quality: 5,006 global accepts · Rating: 1700 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[Aidos's solution](#)**2505.**

81B

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Quality: 2,141 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Aidos's solution](#)**2506.**

287B

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Quality: 11,538 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Aidos's solution](#)**2507.**

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Aidos's solution](#)**2508.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[Aidos's solution](#)**2509.**

895B

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Quality: 3,822 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Aidos's solution](#)**2510.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aidos's solution](#)**2511.**

1043D

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Quality: 4,762 global accepts · Rating: 1700 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[Aidos's solution](#)**2512.**

31C

[Schedule](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)**2513.**

1368D

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Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Aidos's solution](#)**2514.**

632C

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Quality: 10,431 global accepts · Rating: 1700 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings

[Aidos's solution](#)

2515.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[Aidos's solution](#)

2516.

1360F

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Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Aidos's solution](#)

2517.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[Aidos's solution](#)

2518.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-22 · last AC: 2020-05-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

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2519.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Aidos's solution](#)

2520.

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Aidos's solution](#)

2521.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2522.

1032C

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Quality: 4,331 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

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2523.

76D

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Quality: 2,403 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

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2524.

1278C

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Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

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2525.

1204C

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Quality: 7,209 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

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2526.

739A

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Quality: 8,455 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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2527.

1093D

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Quality: 11,328 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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2528.

1217C

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Quality: 7,856 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

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2529.

1340B

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Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Aidos's solution](#)

2530.

1341D

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

Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[Aidos's solution](#)

2531.

339C

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Quality: 8,761 global accepts · Rating: 1700 · first AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

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2532.

1144F

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Quality: 14,119 global accepts · Rating: 1700 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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2533.

1210A

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Quality: 5,536 global accepts · Rating: 1700 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

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2534.

1230C

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2535.

1203D2

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2536.

1194D

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Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

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2537.

1051D

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Quality: 8,161 global accepts · Rating: 1700 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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2538.

225C

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2539.

1301C

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Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

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2540.

1253D

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2541.

1239A

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[Aidos's solution](#)

2542.

1332D

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2543.

1312D

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2544.

1091D

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Quality: 7,476 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

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2545.

915C

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Quality: 7,554 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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2546.

1111B

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Quality: 6,516 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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2547.

778A

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2548.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

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2549.

1324E

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Quality: 17,013 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

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2550.

1228C

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2551.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

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2552.

1325D

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2553.

1336B

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2554.

1343D

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2555.

1333C

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2556.

1269C

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2557.

1329B

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2558.

382C

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2559.

1176E

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2560.

1310A

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2561.

1267E

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2562.

1249E

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2563.

1237C1

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Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

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2564.

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

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2565.

1182C

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2566.

1000C

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2567.

1061C

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Quality: 10,711 global accepts · Rating: 1700 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

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2568.

1066E

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2569.

296D

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[Aidos's solution](#)

2570.

199C

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2571.

540B

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[Aidos's solution](#)

2572.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

2573.

1185D

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Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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2574.

1185C2

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2575.

489D

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2576.

176B

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2577.

126B

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structures, strings

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2578.

118D

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2579.

1168A

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2580.

1111C

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2581.

1009D

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Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-05-28 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

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2582.

1141E

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2583.

1114C

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2584.

1153C

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2585.

1068C

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2586.

567C

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2587.

1157E

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2588.

1157C2

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Quality: 9,081 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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2589.

1146C

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2590.

1037D

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Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

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2591.

983A

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Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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2592.

977F

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2593.

960C

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[Aidos's solution](#)

2594.

956C

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2595.

947A

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2596.

949B

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2597.

936A

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2598.

938C

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algorithms

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2599.

919D

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2600.

917B

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2601.

833A

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2602.

815A

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2603.

773A

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2604.

798C

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2605.

769C

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Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-03-04 · GNU C++11 (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

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2606.

769D

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2607.

747E

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Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

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2608.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2016-09-23 · GNU C++11 (first AC) · Tags: dp, implementation, math

[Aidos's solution](#)

2609.

711C

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Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[Aidos's solution](#)

2610.

685A

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2611.

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: math, number theory

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2612.

670E

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Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-06 · last AC: 2016-05-06 · GNU C++11 (first AC) · Tags: data structures, dsu, strings

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2613.

644B

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Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

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2614.

631C

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2615.

627A

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[Aidos's solution](#)

2616.

622C

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2617.

621C

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Quality: 6,240 global accepts · Rating: 1700 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory, probabilities

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2618.

617D

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Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

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2619.

598D

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Quality: 13,092 global accepts · Rating: 1700 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
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2620.

590A

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2621.

585B

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2622.

584C

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Quality: 6,530 global accepts · Rating: 1700 · first AC: 2015-10-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Aidos's solution](#)

2623.

582A

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2624.

578A

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2625.

578B

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2626.

575D

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2627.

559B

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2628.

546D

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Quality: 13,770 global accepts · Rating: 1700 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory

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2629.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

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2630.

524B

[BD>D\\$> CÔC CÔCÄÖD\\$> 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: dp, greedy

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2631.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: combinatorics, dp, math, probabilities

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2632.

298C

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Rating: 1700 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

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2633.

471C

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Quality: 3,744 global accepts · Rating: 1700 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, math

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2634.

349B

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Quality: 15,119 global accepts · Rating: 1700 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: data structures, dp, greedy, implementation

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2635.

479D

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Quality: 5,010 global accepts · Rating: 1700 · first AC: 2015-01-26 · Java 8 (first AC) · Tags: binary search, greedy, implementation

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2636.

140A

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2637.

507C

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Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: implementation, math, trees

[Aidos's solution](#)

2638.

321A

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Quality: 3,901 global accepts · Rating: 1700 · first AC: 2015-01-22 · Java 8 (first AC) · Tags: binary search, implementation, math

[Aidos's solution](#)

2639.

467C

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Quality: 16,582 global accepts · Rating: 1700 · first AC: 2015-01-19 · Java 8 (first AC) · Tags: dp, implementation

[Aidos's solution](#)

2640.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

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2641.

498A

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Quality: 6,876 global accepts · Rating: 1700 · first AC: 2015-01-18 · Java 8 (first AC) · Tags: geometry

[Aidos's solution](#)

2642.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2014-12-30 · Java 7 (first AC) · Tags: implementation, math, sortings

[Aidos's solution](#)

2643.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2014-12-23 · GNU C++ (first AC) · Tags: data structures, expression parsing, implementation

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2644.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1700 · first AC: 2014-12-03 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[Aidos's solution](#)

2645.

490C

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Quality: 9,472 global accepts · Rating: 1700 · first AC: 2014-11-29 · GNU C++ (first AC) · Tags: brute force, math, number theory, strings

[Aidos's solution](#)

2646.

387C

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

Quality: 2,286 global accepts · Rating: 1700 · first AC: 2014-11-23 · GNU C++ (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

2647.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2014-11-11 · Java 7 (first AC) · Tags: brute force, greedy, implementation

[Aidos's solution](#)

2648.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms

[Aidos's solution](#)

2649.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[Aidos's solution](#)

2650.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,924 global accepts · Rating: 1700 · first AC: 2014-10-28 · MS C++ (first AC) · Tags: dp, implementation, two pointers

[Aidos's solution](#)

2651.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2014-10-28 · MS C++ (first AC) · Tags: binary search, brute force, data structures, dp,

implementation, math, number theory

[Aidos's solution](#)

2652.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,037 global accepts · Rating: 1700 · first AC: 2014-10-28 · MS C++ (first AC) · Tags: dp, greedy

[Aidos's solution](#)

2653.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2014-10-28 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Aidos's solution](#)

2654.

201A

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Quality: 3,246 global accepts · Rating: 1700 · first AC: 2014-10-28 · MS C++ (first AC) · Tags: constructive algorithms, dp, math

[Aidos's solution](#)

2655.

260C

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Quality: 3,229 global accepts · Rating: 1700 · first AC: 2014-10-27 · MS C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[Aidos's solution](#)

2656.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2014-10-27 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[Aidos's solution](#)

2657.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2014-10-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aidos's solution](#)

2658.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[Aidos's solution](#)

2659.

464A

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Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-08 · GNU C++ (first AC) · Tags: greedy, strings

[Aidos's solution](#)

2660.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[Aidos's solution](#)

2661.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++ (first AC) · Tags: greedy, math

[Aidos's solution](#)

2662.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

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2663.

216B

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Quality: 7,029 global accepts · Rating: 1700 · first AC: 2014-06-10 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[Aidos's solution](#)

2664.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,903 global accepts · Rating: 1700 · first AC: 2014-05-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers

[Aidos's solution](#)

2665.

168B

[Wizards and Minimal Spell](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 1700 · first AC: 2013-12-15 · GNU C++ (first AC) · Tags: implementation, strings

[Aidos's solution](#)

2666.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-20 · MS C# (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

2667.

361C

[Levko and Array Recovery](#) · [Tutorial](#)

Rating: 1700 · first AC: 2013-11-10 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, greedy

[Aidos's solution](#)

2668.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2013-11-09 · GNU C++0x (first AC) · Tags: implementation

[Aidos's solution](#)

2669.

18B

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Quality: 2,428 global accepts · Rating: 1700 · first AC: 2013-11-08 · GNU C++0x (first AC) · Tags: brute force, math

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2670.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2013-10-12 · GNU C++0x (first AC) · Tags: dp, sortings

[Aidos's solution](#)

2671.

339D

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

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++0x (first AC) · Tags: data structures, trees

[Aidos's solution](#)

2672.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2013-05-19 · Java 6 (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

2673.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1700 · first AC: 2013-02-24 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[Aidos's solution](#)

2674.

275B

[Convex Shape](#) · [Tutorial](#)

Quality: 3,049 global accepts · Rating: 1700 · first AC: 2013-02-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

2675.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2026-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Aidos's solution](#)

2676.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,717 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Aidos's solution](#)

2677.

2184E

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Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[Aidos's solution](#)

2678.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Aidos's solution](#)

2679.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2022-12-30 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[Aidos's solution](#)

2680.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2022-12-30 · Tcl (first AC) · Tags: *special, greedy

[Aidos's solution](#)

2681.

623A

[Graph and String](#) · [Tutorial](#)

Quality: 4,789 global accepts · Rating: 1800 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Aidos's solution](#)

2682.

1769D1

[A,3D0C! CT2DôBCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp

[Aidos's solution](#)

2683.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Aidos's solution](#)

2684.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Aidos's solution](#)

2685.

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

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2686.

1500A

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2687.

1488B

[RBS Deletion](#) · [Tutorial](#)

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2688.

1326D2

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

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Aidos's solution](#)

2689.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Aidos's solution](#)

2690.

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

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2691.

1083A

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2692.

822D

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Quality: 3,283 global accepts · Rating: 1800 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

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2693.

1090D

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2694.

1042D

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two pointers

[Aidos's solution](#)

2695.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Aidos's solution](#)

2696.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Aidos's solution](#)

2697.

1073C

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Quality: 5,436 global accepts · Rating: 1800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Aidos's solution](#)

2698.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Aidos's solution](#)

2699.

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,885 global accepts · Rating: 1800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Aidos's solution](#)

2700.

1108E1

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

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Aidos's solution](#)

2701.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Aidos's solution](#)

2702.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

2703.

911D

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Quality: 5,107 global accepts · Rating: 1800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Aidos's solution](#)

2704.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aidos's solution](#)

2705.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[Aidos's solution](#)

2706.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

2707.

302C

[Yaroslav and Sequence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

2708.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[Aidos's solution](#)

2709.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Aidos's solution](#)

2710.

132C

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Quality: 2,647 global accepts · Rating: 1800 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

2711.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[Aidos's solution](#)

2712.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[Aidos's solution](#)

2713.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,070 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aidos's solution](#)

2714.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Aidos's solution](#)

2715.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[Aidos's solution](#)

2716.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[Aidos's solution](#)

2717.

33C

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Quality: 3,579 global accepts · Rating: 1800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

2718.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,028 global accepts · Rating: 1800 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Aidos's solution](#)

2719.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2020-05-21 · last AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Aidos's solution](#)

2720.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

2721.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Aidos's solution](#)

2722.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Aidos's solution](#)

2723.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[Aidos's solution](#)

2724.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Aidos's solution](#)

2725.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Aidos's solution](#)

2726.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aidos's solution](#)

2727.

239D

[Boring Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Aidos's solution](#)

2728.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

2729.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: math, number theory

[Aidos's solution](#)

2730.

1283D

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Quality: 9,442 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

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2731.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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2732.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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2733.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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2734.

1250J

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Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Aidos's solution](#)

2735.

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Aidos's solution](#)

2736.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Aidos's solution](#)

2737.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Aidos's solution](#)

2738.

1191D

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

Rating: 1800 · first AC: 2019-07-13 · PyPy 3 (first AC) · Tags: games, greedy

[Aidos's solution](#)

2739.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[Aidos's solution](#)

2740.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,201 global accepts · Rating: 1800 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[Aidos's solution](#)

2741.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

2742.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Aidos's solution](#)

2743.

221D

[Little Elephant and Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: data structures

[Aidos's solution](#)

2744.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2019-06-27 · last AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Aidos's solution](#)

2745.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

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2746.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

2747.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[Aidos's solution](#)

2748.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[Aidos's solution](#)

2749.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2019-06-15 · PyPy 3 (first AC) · Tags: chinese remainder theorem, math, number theory

[Aidos's solution](#)

2750.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-10 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[Aidos's solution](#)

2751.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2019-05-28 · PyPy 3 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Aidos's solution](#)

2752.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[Aidos's solution](#)

2753.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Aidos's solution](#)

2754.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Aidos's solution](#)

2755.

1010B

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Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Aidos's solution](#)

2756.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

2757.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: math, number theory

[Aidos's solution](#)

2758.

952D

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Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: *special, probabilities

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2759.

947C

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

[Aidos's solution](#)

2760.

946D

[Timetable](#) · [Tutorial](#)

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2761.

933A

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2762.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · MS C++ (first AC) · Tags: greedy, sortings

[Aidos's solution](#)

2763.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, number theory

[Aidos's solution](#)

2764.

363D

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Quality: 4,331 global accepts · Rating: 1800 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Aidos's solution](#)

2765.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

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2766.

914C

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[Aidos's solution](#)

2767.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Aidos's solution](#)

2768.

909C

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

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · Java 8 (first AC) · Tags: dp

[Aidos's solution](#)

2769.

90C

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Quality: 1800 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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2770.

883K

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Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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2771.

883H

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Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

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2772.

846F

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-05 · GNU C++11 (first AC) · Tags: data structures, math, probabilities, two pointers

[Aidos's solution](#)

2773.

823A

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Quality: 1800 · first AC: 2017-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

2774.

772A

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Quality: 4,989 global accepts · Rating: 1800 · first AC: 2017-04-16 · GNU C++11 (first AC) · Tags: binary search, math

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2775.

772B

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2776.

778B

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[Aidos's solution](#)

2777.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, strings

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2778.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, sortings

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2779.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

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2780.

730A

[Toda 2](#) · [Tutorial](#)

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2781.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: constructive algorithms, interactive

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2782.

724C

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2783.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

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2784.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[Aidos's solution](#)

2785.

638C

[Road Improvement](#) · [Tutorial](#)

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[Aidos's solution](#)

2786.

638D

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[Aidos's solution](#)

2787.

645D

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[Aidos's solution](#)

2788.

626D

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Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[Aidos's solution](#)

2789.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

2790.

612D

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2791.

603B

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[Aidos's solution](#)

2792.

600C

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2793.

585A

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2794.

584D

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2795.

580D

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Quality: 11,875 global accepts · Rating: 1800 · first AC: 2015-09-22 · GNU C++ (first AC) · Tags: bitmasks, dp

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2796.

575H

[Bots](#) · [Tutorial](#)

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2797.

543A

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[Aidos's solution](#)

2798.

532E

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Rating: 1800 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

2799.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-03-17 · GNU C++0x (first AC) · Tags: dp, greedy

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2800.

519D

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Quality: 6,899 global accepts · Rating: 1800 · first AC: 2015-02-28 · MS C++ (first AC) · Tags: data structures, dp, two pointers

[Aidos's solution](#)

2801.

513G1

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Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[Aidos's solution](#)

2802.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, divide and conquer, math

[Aidos's solution](#)

2803.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2015-01-20 · Java 8 (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

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2804.

478C

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Quality: 20,593 global accepts · Rating: 1800 · first AC: 2015-01-16 · last AC: 2015-01-16 · Java 7 (first AC) · Tags: greedy

[Aidos's solution](#)

2805.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2013-12-08 · last AC: 2015-01-10 · GNU C++ (first AC) · Tags: data structures, dsu, implementation, trees

[Aidos's solution](#)

2806.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2015-01-07 · last AC: 2015-01-07 · Java 7 (first AC) · Tags: data structures, strings

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2807.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-29 · Java 7 (first AC) · Tags: binary search, implementation, math, sortings

[Aidos's solution](#)

2808.

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2014-11-26 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

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2809.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2014-11-21 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Aidos's solution](#)

2810.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-10-25 · MS C++ (first AC) · Tags: constructive algorithms, data structures, trees

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2811.

459D

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

Quality: 12,810 global accepts · Rating: 1800 · first AC: 2014-08-15 · GNU C++ (first AC) · Tags: data structures, divide and conquer, sortings

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2812.

452B

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Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

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2813.

448D

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2814.

442B

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2815.

436C

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Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[Aidos's solution](#)

2816.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: math, sortings

[Aidos's solution](#)

2817.

421C

[Online Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-04-22 · GNU C++ (first AC) · Tags: implementation

[Aidos's solution](#)

2818.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2014-03-19 · GNU C++ (first AC) · Tags: dfs and similar, graphs, sortings

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2819.

83B

[Doctor](#) · [Tutorial](#)

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[Aidos's solution](#)

2820.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

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2821.

300C

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

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2822.

37B

[Computer Game](#) · [Tutorial](#)

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2823.

370C

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Quality: 1,717 global accepts · Rating: 1800 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

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2824.

120H

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Quality: 1,590 global accepts · Rating: 1800 · first AC: 2013-03-09 · GNU C++ (first AC) · Tags: graph matchings

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2825.

3C

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Quality: 8,280 global accepts · Rating: 1800 · first AC: 2013-01-30 · GNU C++ (first AC) · Tags: brute force, games, implementation

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2826.

2094H

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Quality: 3,785 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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2827.

2184F

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Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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2828.

2184G

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Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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2829.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

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2830.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-10-27 · last AC: 2024-10-31 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Aidos's solution](#)

2831.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,183 global accepts · Rating: 1900 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, hashing, implementation

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2832.

1929D

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Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Aidos's solution](#)

2833.

1801C

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Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

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2834.

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Aidos's solution](#)

2835.

20C

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2836.

1700D

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2837.

45D

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2838.

61E

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2839.

1527B2

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2840.

321B

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2841.

1475F

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2844.

1147B

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2845.

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2846.

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2847.

1492D

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2848.

1486C2

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2849.

1238D

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2850.

577B

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2851.

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2852.

3B

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1313C2

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2855.

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2856.

309C

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2857.

111B

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2858.

1054D

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2859.

57C

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2860.

319B

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2861.

803D

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2862.

803C

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2863.

702D

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2864.

835D

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999D

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2866.

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2867.

1353E

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2868.

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2869.

292E

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2871.

1294E

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2872.

1089F

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2873.

731F

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2874.

257D

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691E

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2876.

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2877.

1000D

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1360G

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2879.

550D

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2880.

488B

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2881.

1251D

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2882.

1144E

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2883.

1197D

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2884.

1163C2

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2885.

1163C1

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2886.

894C

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2887.

366C

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2888.

1354D

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2889.

335B

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1155D

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1342D

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2892.

1285D

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2893.

368D

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2894.

357D

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2895.

1272E

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2901.

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2902.

110D

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2903.

112D

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2904.

122E

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2905.

19B

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2906.

16E

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2907.

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2908.

687C

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2909.

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2910.

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2911.

1168B

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2912.

1157D

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2913.

1105D

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959D

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2917.

959E

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2919.

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2920.

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2922.

909E

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893D

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883G

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2926.

848B

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2927.

839B

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2928.

808D

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2929.

746E

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2930.

745D

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2931.

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2932.

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2933.

724D

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2934.

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717E

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708B

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2938.

700A

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2939.

685B

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2940.

682D

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2941.

14D

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2942.

660D

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2943.

653C

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2944.

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633C

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630E

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622D

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566D

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553B

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549D

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536B

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2954.

536A

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2955.

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2957.

512B

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2958.

506A

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2959.

372B

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490D

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497B

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2963.

477B

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459E

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2966.

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2967.

452D

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2969.

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412E

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2982.

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318D

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842C

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242E

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2988.

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2993.

359D

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2994.

710E

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1363E

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2997.

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1359D

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1366D

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1416B

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900D

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899E

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3012.

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3013.

803F

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31D

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911E

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999E

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3022.

382B

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3023.

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3024.

1294F

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3025.

435D

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1029F

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3029.

1256F

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3030.

940E

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3031.

1370D

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3032.

1033D

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3033.

314B

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3034.

314C

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1311D

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380C

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3037.

1354C2

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3038.

21C

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3039.

1101D

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27E

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[Aidos's solution](#)

3041.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Aidos's solution](#)

3042.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Aidos's solution](#)

3043.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math

[Aidos's solution](#)

3044.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[Aidos's solution](#)

3045.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Aidos's solution](#)

3046.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Aidos's solution](#)

3047.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Aidos's solution](#)

3048.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Aidos's solution](#)

3049.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Aidos's solution](#)

3050.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Aidos's solution](#)

3051.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Aidos's solution](#)

3052.

236D

[Let's Play Osu!](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Aidos's solution](#)

3053.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math

[Aidos's solution](#)

3054.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · last AC: 2019-12-03 · GNU C++ (first AC) · Tags: brute force, data structures, math

[Aidos's solution](#)

3055.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Aidos's solution](#)

3056.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[Aidos's solution](#)

3057.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Aidos's solution](#)

3058.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Aidos's solution](#)

3059.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Aidos's solution](#)

3060.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Aidos's solution](#)

3061.

296B

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

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Aidos's solution](#)

3062.

381E

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

Rating: 2000 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3063.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Aidos's solution](#)

3064.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Aidos's solution](#)

3065.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[Aidos's solution](#)

3066.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Aidos's solution](#)

3067.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Aidos's solution](#)

3068.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Aidos's solution](#)

3069.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Aidos's solution](#)

3070.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

3071.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

3072.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Aidos's solution](#)

3073.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[Aidos's solution](#)

3074.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Aidos's solution](#)

3075.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Aidos's solution](#)

3076.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[Aidos's solution](#)

3077.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-23 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Aidos's solution](#)

3078.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[Aidos's solution](#)

3079.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-19 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[Aidos's solution](#)

3080.

843B

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

Quality: 2,582 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[Aidos's solution](#)

3081.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-07 · GNU C++11 (first AC) · Tags: brute force, greedy

[Aidos's solution](#)

3082.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,752 global accepts · Rating: 2000 · first AC: 2017-02-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Aidos's solution](#)

3083.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Aidos's solution](#)

3084.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-19 · last AC: 2016-12-20 · GNU C++11 (first AC) · Tags: binary search, data structures

[Aidos's solution](#)

3085.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: dp, flows, graphs, greedy

[Aidos's solution](#)

3086.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Aidos's solution](#)

3087.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[Aidos's solution](#)

3088.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,883 global accepts · Rating: 2000 · first AC: 2016-04-25 · GNU C++11 (first AC) · Tags: data structures

[Aidos's solution](#)

3089.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2016-01-31 · GNU C++11 (first AC) · Tags: dp, matrices

[Aidos's solution](#)

3090.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2015-11-13 · GNU C++11 (first AC) · Tags: brute force, dp

[Aidos's solution](#)

3091.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2015-10-19 · last AC: 2015-10-19 · GNU C++11 (first AC) · Tags: graphs, sortings

[Aidos's solution](#)

3092.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2015-09-16 · GNU C++ (first AC) · Tags: ternary search

[Aidos's solution](#)

3093.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2015-08-22 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[Aidos's solution](#)

3094.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · MS C++ (first AC) · Tags: data structures, greedy, sortings

[Aidos's solution](#)

3095.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2015-06-03 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Aidos's solution](#)

3096.

265E

[Choosing Balls](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: schedules, sortings

[Aidos's solution](#)

3097.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3098.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[Aidos's solution](#)

3099.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2015-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Aidos's solution](#)

3100.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2015-03-07 · GNU C++0x (first AC) · Tags: *special, data structures

[Aidos's solution](#)

3101.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Aidos's solution](#)

3102.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2015-02-14 · MS C++ (first AC) · Tags: binary search, data structures, two pointers

[Aidos's solution](#)

3103.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · Java 8 (first AC) · Tags: bitmasks, probabilities

[Aidos's solution](#)

3104.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2015-01-12 · Java 7 (first AC) · Tags: data structures

[Aidos's solution](#)

3105.

462D

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

Rating: 2000 · first AC: 2014-12-30 · Java 7 (first AC) · Tags: dp, graphs

[Aidos's solution](#)

3106.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2014-12-29 · Java 7 (first AC) · Tags: binary search, brute force, greedy, implementation

[Aidos's solution](#)

3107.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-27 · last AC: 2014-12-29 · Java 6 (first AC) · Tags: math

[Aidos's solution](#)

3108.

495D

[Obsessive String](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-12-19 · Java 8 (first AC) · Tags: binary search, dp, strings

[Aidos's solution](#)

3109.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-08 · last AC: 2014-11-19 · GNU C++ (first AC) · Tags: brute force, geometry

[Aidos's solution](#)

3110.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Aidos's solution](#)

3111.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2014-09-20 · last AC: 2014-09-20 · GNU C++0x (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[Aidos's solution](#)

3112.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Aidos's solution](#)

3113.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp

[Aidos's solution](#)

3114.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 2000 · first AC: 2014-07-22 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[Aidos's solution](#)

3115.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[Aidos's solution](#)

3116.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-02 · last AC: 2014-05-03 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[Aidos's solution](#)

3117.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2014-03-05 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths

[Aidos's solution](#)

3118.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings

[Aidos's solution](#)

3119.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2013-11-08 · GNU C++0x (first AC) · Tags: games

[Aidos's solution](#)

3120.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2013-10-25 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation

[Aidos's solution](#)

3121.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: constructive algorithms, dp

[Aidos's solution](#)

3122.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2013-01-26 · GNU C++ (first AC) · Tags: dp, math

[Aidos's solution](#)

3123.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Aidos's solution](#)

3124.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2026-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[Aidos's solution](#)

3125.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,526 global accepts · Rating: 2100 · first AC: 2020-05-21 · last AC: 2024-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Aidos's solution](#)

3126.

242D

[Dispute](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2100 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Aidos's solution](#)

3127.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Aidos's solution](#)

3128.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings

[Aidos's solution](#)

3129.

349D

[Apple Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, number theory, trees

[Aidos's solution](#)

3130.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[Aidos's solution](#)

3131.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[Aidos's solution](#)

3132.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Aidos's solution](#)

3133.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Aidos's solution](#)

3134.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Aidos's solution](#)

3135.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, strings

[Aidos's solution](#)

3136.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-11 · last AC: 2021-06-11 · Python 3 (first AC) · Tags: binary search, greedy, math, ternary search

[Aidos's solution](#)

3137.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-19 · last AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Aidos's solution](#)

3138.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aidos's solution](#)

3139.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Aidos's solution](#)

3140.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Aidos's solution](#)

3141.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, dp, math

[Aidos's solution](#)

3142.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · last AC: 2020-12-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[Aidos's solution](#)

3143.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Aidos's solution](#)

3144.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

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3145.

1312E

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3146.

1372D

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3147.

1187E

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3148.

1433F

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3149.

321C

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3150.

797D

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Quality: 2,185 global accepts · Rating: 2100 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar

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3151.

370D

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Quality: 704 global accepts · Rating: 2100 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

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3152.

1108E2

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Quality: 2,523 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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3153.

665E

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Quality: 4,425 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

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3154.

145C

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3155.

306C

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3156.

306B

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3157.

1217D

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3158.

632D

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3159.

1154F

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3160.

302D

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3161.

1203F1

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3162.

1343E

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Quality: 5,739 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

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3163.

1167E

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3164.

1370E

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3165.

1108F

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Quality: 3,572 global accepts · Rating: 2100 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

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3166.

1360H

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3167.

762C

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3168.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2020-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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3169.

1354E

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3170.

766E

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3171.

1201D

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3172.

441D

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Quality: 1,200 global accepts · Rating: 2100 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

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3173.

466D

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3174.

985E

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3175.

985D

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3176.

1267K

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3177.

1255E2

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3178.

1250C

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3179.

1183F

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112E

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489F

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1152D

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1039B

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920E

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919E

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333D

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3194.

286C

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3195.

862E

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859E

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840B

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811D

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3201.

793D

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746G

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3208.

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3209.

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3211.

587B

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576B

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3213.

575F

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Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy

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3214.

571A

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3215.

540E

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3216.

546E

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3217.

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2015-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

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3218.

524D

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3219.

519E

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3220.

507E

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372C

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3222.

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3223.

497C

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3224.

484B

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3225.

474F

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3226.

466E

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3227.

464C

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3228.

282D

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3229.

357E

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3230.

268E

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3231.

2126G1

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3232.

1278E

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Quality: 2,042 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

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3233.

2009G2

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3234.

245G

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Quality: 545 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

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3235.

1769D2

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Quality: 204 global accepts · Rating: 2200 · first AC: 2022-12-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

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3236.

762E

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Quality: 1,644 global accepts · Rating: 2200 · first AC: 2022-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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3237.

1070A

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3238.

1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

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3239.

1488E

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3240.

347E

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[Aidos's solution](#)

3241.

981E

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3242.

1400E

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3243.

52C

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3244.

1327D

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3245.

387E

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[Aidos's solution](#)

3246.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[Aidos's solution](#)

3247.

979D

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

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[Aidos's solution](#)

3248.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[Aidos's solution](#)

3249.

915D

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

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Aidos's solution](#)

3250.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Aidos's solution](#)

3251.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2020-06-29 · last AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3252.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Aidos's solution](#)

3253.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees

[Aidos's solution](#)

3254.

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Aidos's solution](#)

3255.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Aidos's solution](#)

3256.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Aidos's solution](#)

3257.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Aidos's solution](#)

3258.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Aidos's solution](#)

3259.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Aidos's solution](#)

3260.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: games

[Aidos's solution](#)

3261.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Aidos's solution](#)

3262.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Aidos's solution](#)

3263.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Aidos's solution](#)

3264.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Aidos's solution](#)

3265.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[Aidos's solution](#)

3266.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[Aidos's solution](#)

3267.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Aidos's solution](#)

3268.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

3269.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: brute force, number theory, trees

[Aidos's solution](#)

3270.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Aidos's solution](#)

3271.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Aidos's solution](#)

3272.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Aidos's solution](#)

3273.

1272F

[Two Bracket Sequences](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: dp, strings, two pointers

[Aidos's solution](#)

3274.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[Aidos's solution](#)

3275.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-04-04 · last AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[Aidos's solution](#)

3276.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Aidos's solution](#)

3277.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp

[Aidos's solution](#)

3278.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs

[Aidos's solution](#)

3279.

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-07-04 · last AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Aidos's solution](#)

3280.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Aidos's solution](#)

3281.

256C

[Furlo and Rublo and Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: games

[Aidos's solution](#)

3282.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2019-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Aidos's solution](#)

3283.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2019-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[Aidos's solution](#)

3284.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[Aidos's solution](#)

3285.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Aidos's solution](#)

3286.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs

[Aidos's solution](#)

3287.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Aidos's solution](#)

3288.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2019-06-17 · last AC: 2019-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[Aidos's solution](#)

3289.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Aidos's solution](#)

3290.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Aidos's solution](#)

3291.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Aidos's solution](#)

3292.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[Aidos's solution](#)

3293.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Aidos's solution](#)

3294.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Aidos's solution](#)

3295.

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

[Aidos's solution](#)

3296.

1037E

[Trips](#) · [Tutorial](#)

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

[Aidos's solution](#)

3297.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[Aidos's solution](#)

3298.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[Aidos's solution](#)

3299.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Aidos's solution](#)

3300.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

3301.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · MS C++ (first AC) · Tags: dp

[Aidos's solution](#)

3302.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Aidos's solution](#)

3303.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2018-01-31 · last AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[Aidos's solution](#)

3304.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2018-01-26 · last AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aidos's solution](#)

3305.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: data structures, math

[Aidos's solution](#)

3306.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: bitmasks, dp

[Aidos's solution](#)

3307.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, strings

[Aidos's solution](#)

3308.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: implementation

[Aidos's solution](#)

3309.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-17 · GNU C++11 (first AC) · Tags: greedy

[Aidos's solution](#)

3310.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[Aidos's solution](#)

3311.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2017-08-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Aidos's solution](#)

3312.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Aidos's solution](#)

3313.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-07-30 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Aidos's solution](#)

3314.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Aidos's solution](#)

3315.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2017-06-16 · last AC: 2017-06-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Aidos's solution](#)

3316.

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-15 · GNU C++11 (first AC) · Tags: binary search, interactive

[Aidos's solution](#)

3317.

773C

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

Quality: 996 global accepts · Rating: 2200 · first AC: 2017-05-07 · last AC: 2017-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Aidos's solution](#)

3318.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Aidos's solution](#)

3319.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[Aidos's solution](#)

3320.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2016-10-31 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, trees

[Aidos's solution](#)

3321.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[Aidos's solution](#)

3322.

730D

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

Quality: 915 global accepts · Rating: 2200 · first AC: 2016-10-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Aidos's solution](#)

3323.

713B

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

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Aidos's solution](#)

3324.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-13 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[Aidos's solution](#)

3325.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2016-06-08 · last AC: 2016-06-08 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Aidos's solution](#)

3326.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-29 · last AC: 2016-03-29 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[Aidos's solution](#)

3327.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[Aidos's solution](#)

3328.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++ (first AC) · Tags: dp, greedy, strings

[Aidos's solution](#)

3329.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Aidos's solution](#)

3330.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-29 · GNU C++ (first AC) · Tags: data structures, divide and conquer, greedy

[Aidos's solution](#)

3331.

618D

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

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Aidos's solution](#)

3332.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: data structures

[Aidos's solution](#)

3333.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[Aidos's solution](#)

3334.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2015-10-19 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[Aidos's solution](#)

3335.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2015-10-15 · GNU C++11 (first AC) · Tags: data structures, trees

[Aidos's solution](#)

3336.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[Aidos's solution](#)

3337.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Aidos's solution](#)

3338.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-23 · MS C++ (first AC) · Tags: combinatorics, dp, math, number theory

[Aidos's solution](#)

3339.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures

[Aidos's solution](#)

3340.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Aidos's solution](#)

3341.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2015-06-04 · last AC: 2015-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Aidos's solution](#)

3342.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-05-26 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math

[Aidos's solution](#)

3343.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2015-04-26 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[Aidos's solution](#)

3344.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Aidos's solution](#)

3345.

521C

[Pluses everywhere](#) · [Tutorial](#)

Rating: 2200 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: combinatorics, dp, math, number theory

[Aidos's solution](#)

3346.

518E

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

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: greedy, implementation, math, ternary search

[Aidos's solution](#)

3347.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · Java 8 (first AC) · Tags: dp, implementation

[Aidos's solution](#)

3348.

506B

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477C

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353E

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3359.

1929E

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3360.

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883C

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3366.

1488F

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111D

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3368.

713C

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438D

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3377.

915G

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3378.

915E

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1096F

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509F

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487C

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3386.

316C2

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316E2

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316E3

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Quality: 572 global accepts · Rating: 2300 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

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1101G

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3395.

444B

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445D

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3397.

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3403.

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3407.

432E

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3408.

489E

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3409.

670F

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90D

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860D

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812E

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768F

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3428.

715B

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708C

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3430.

677D

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3431.

600E

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3432.

598C

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160D

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570E

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566A

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547C

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268D

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3441.

518F

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Quality: 418 global accepts · Rating: 2300 · first AC: 2015-02-24 · MS C++ (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[Aidos's solution](#)

3442.

516C

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Rating: 2300 · first AC: 2015-02-17 · MS C++ (first AC) · Tags: data structures

[Aidos's solution](#)

3443.

403D

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3444.

2126G2

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3445.

375D

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3446.

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3447.

1958G

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Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-14 · last AC: 2024-05-14 · Kotlin 1.7 (first AC) · Tags: *special

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3448.

1174F

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3449.

5E

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3450.

513G2

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[Aidos's solution](#)

3451.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Aidos's solution](#)

3452.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Aidos's solution](#)

3453.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Aidos's solution](#)

3454.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, probabilities

[Aidos's solution](#)

3455.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

3456.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Aidos's solution](#)

3457.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Aidos's solution](#)

3458.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,704 global accepts · Rating: 2400 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Aidos's solution](#)

3459.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Aidos's solution](#)

3460.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[Aidos's solution](#)

3461.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Aidos's solution](#)

3462.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[Aidos's solution](#)

3463.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Aidos's solution](#)

3464.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Aidos's solution](#)

3465.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Aidos's solution](#)

3466.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2021-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Aidos's solution](#)

3467.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Aidos's solution](#)

3468.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Aidos's solution](#)

3469.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graph matchings, graphs

[Aidos's solution](#)

3470.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Aidos's solution](#)

3471.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Aidos's solution](#)

3472.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Aidos's solution](#)

3473.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Aidos's solution](#)

3474.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Aidos's solution](#)

3475.

915F

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

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Aidos's solution](#)

3476.

31E

[TV Game](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aidos's solution](#)

3477.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Aidos's solution](#)

3478.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[Aidos's solution](#)

3479.

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[Aidos's solution](#)

3480.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Aidos's solution](#)

3481.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[Aidos's solution](#)

3482.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Aidos's solution](#)

3483.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Aidos's solution](#)

3484.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,785 global accepts · Rating: 2400 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

3485.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Aidos's solution](#)

3486.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Aidos's solution](#)

3487.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[Aidos's solution](#)

3488.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3489.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Aidos's solution](#)

3490.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Aidos's solution](#)

3491.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2020-05-18 · last AC: 2020-05-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, shortest paths

[Aidos's solution](#)

3492.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[Aidos's solution](#)

3493.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Aidos's solution](#)

3494.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Aidos's solution](#)

3495.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3496.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Aidos's solution](#)

3497.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2019-06-25 · last AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3498.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[Aidos's solution](#)

3499.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[Aidos's solution](#)

3500.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · last AC: 2018-06-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Aidos's solution](#)

3501.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Aidos's solution](#)

3502.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices

[Aidos's solution](#)

3503.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices

[Aidos's solution](#)

3504.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Aidos's solution](#)

3505.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · MS C++ (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Aidos's solution](#)

3506.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Aidos's solution](#)

3507.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Aidos's solution](#)

3508.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: data structures, trees

[Aidos's solution](#)

3509.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-26 · Java 8 (first AC) · Tags: bitmasks, brute force, dp, graphs

[Aidos's solution](#)

3510.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Aidos's solution](#)

3511.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Aidos's solution](#)

3512.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-10 · last AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Aidos's solution](#)**3513.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Aidos's solution](#)**3514.**

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2017-07-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[Aidos's solution](#)**3515.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-22 · last AC: 2017-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Aidos's solution](#)**3516.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Aidos's solution](#)**3517.**

745E

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-12-17 · last AC: 2016-12-18 · GNU C++11 (first AC) · Tags: dp

[Aidos's solution](#)**3518.**

717H

[Pokemon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: math, probabilities

[Aidos's solution](#)**3519.**

680E

[Bear and Square Grid](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-06-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)**3520.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[Aidos's solution](#)**3521.**

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2015-01-18 · last AC: 2016-06-06 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Aidos's solution](#)**3522.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[Aidos's solution](#)

3523.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2016-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Aidos's solution](#)

3524.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · Java 7 (first AC) · Tags: dp

[Aidos's solution](#)

3525.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-01-03 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[Aidos's solution](#)

3526.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2400 · first AC: 2015-12-03 · GNU C++11 (first AC) · Tags: brute force, dp, math, probabilities

[Aidos's solution](#)

3527.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2015-11-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[Aidos's solution](#)

3528.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2015-11-04 · GNU C++11 (first AC) · Tags: dp, matrices

[Aidos's solution](#)

3529.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: number theory

[Aidos's solution](#)

3530.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2015-04-12 · GNU C++ (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[Aidos's solution](#)

3531.

529C

[Rooks and Rectangles](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[Aidos's solution](#)

3532.

355D

[Game with Strings](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-01-20 · Java 8 (first AC) · Tags: —

[Aidos's solution](#)

3533.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2015-01-20 · Java 8 (first AC) · Tags: bitmasks, dp, games

[Aidos's solution](#)

3534.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: data structures

[Aidos's solution](#)

3535.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: constructive algorithms, math, probabilities

[Aidos's solution](#)

3536.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2014-03-06 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory

[Aidos's solution](#)

3537.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[Aidos's solution](#)

3538.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2023-05-29 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Aidos's solution](#)

3539.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Aidos's solution](#)

3540.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Aidos's solution](#)

3541.

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Aidos's solution](#)

3542.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[Aidos's solution](#)

3543.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Aidos's solution](#)

3544.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[Aidos's solution](#)

3545.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3546.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[Aidos's solution](#)

3547.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Aidos's solution](#)

3548.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Aidos's solution](#)

3549.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Aidos's solution](#)

3550.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Aidos's solution](#)

3551.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aidos's solution](#)

3552.

1189F

[Array Beauty](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

3553.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,572 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[Aidos's solution](#)

3554.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3555.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

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3556.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Aidos's solution](#)

3557.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[Aidos's solution](#)

3558.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: dp, implementation

[Aidos's solution](#)

3559.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Aidos's solution](#)

3560.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · last AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[Aidos's solution](#)

3561.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Aidos's solution](#)

3562.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, implementation, math

[Aidos's solution](#)

3563.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Aidos's solution](#)

3564.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Aidos's solution](#)

3565.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-06-05 · PyPy 3 (first AC) · Tags: combinatorics, dp, math, number theory

[Aidos's solution](#)

3566.

710D

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

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2019-05-30 · PyPy 3 (first AC) · Tags: math, number theory

[Aidos's solution](#)

3567.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Aidos's solution](#)

3568.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · last AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[Aidos's solution](#)

3569.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[Aidos's solution](#)

3570.

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

[Aidos's solution](#)

3571.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Aidos's solution](#)

3572.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3573.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: data structures, dp

[Aidos's solution](#)

3574.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[Aidos's solution](#)

3575.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2017-08-19 · GNU C++11 (first AC) · Tags: data structures, probabilities

[Aidos's solution](#)

3576.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-16 · last AC: 2017-07-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[Aidos's solution](#)

3577.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Aidos's solution](#)

3578.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2017-03-21 · GNU C++11 (first AC) · Tags: dp

[Aidos's solution](#)

3579.

747F

[Igor and Interesting Numbers](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[Aidos's solution](#)

3580.

736C

[Ostap and Tree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: dp, trees

[Aidos's solution](#)

3581.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · last AC: 2016-11-20 · GNU C++11 (first AC) · Tags: dp, games

[Aidos's solution](#)

3582.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2016-06-14 · last AC: 2016-06-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry

[Aidos's solution](#)

3583.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2016-05-04 · last AC: 2016-05-04 · GNU C++11 (first AC) · Tags: combinatorics, strings

[Aidos's solution](#)

3584.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: data structures, number theory

[Aidos's solution](#)

3585.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2015-05-07 · last AC: 2015-05-25 · MS C++ (first AC) · Tags: bitmasks, dp

[Aidos's solution](#)

3586.

468C

[Hack it! · Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2015-03-20 · Java 8 (first AC) · Tags: binary search, constructive algorithms, math

[Aidos's solution](#)

3587.

383B

[Volcanoes · Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2015-01-21 · Java 8 (first AC) · Tags: binary search, implementation, sortings, two pointers

[Aidos's solution](#)

3588.

351C

[Jeff and Brackets · Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2015-01-20 · Java 8 (first AC) · Tags: dp, matrices

[Aidos's solution](#)

3589.

501E

[Misha and Palindrome Degree · Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2015-01-13 · Java 7 (first AC) · Tags: binary search, combinatorics, implementation

[Aidos's solution](#)

3590.

449C

[Jzzhu and Apples · Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-07-19 · last AC: 2014-07-23 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[Aidos's solution](#)

3591.

444D

[DZY Loves Strings · Tutorial](#)

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[Aidos's solution](#)

3592.

1278F

[Cards · Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Aidos's solution](#)

3593.

1958H

[Composite Spells · Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-15 · last AC: 2024-05-15 · Kotlin 1.7 (first AC) · Tags: *special, dp

[Aidos's solution](#)

3594.

3D

[Least Cost Bracket Sequence · Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Aidos's solution](#)

3595.

1391E

[Pairs of Pairs · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Aidos's solution](#)

3596.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[Aidos's solution](#)

3597.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Aidos's solution](#)

3598.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aidos's solution](#)

3599.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Aidos's solution](#)

3600.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Aidos's solution](#)

3601.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Aidos's solution](#)

3602.

1544F

[Bingo](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, probabilities

[Aidos's solution](#)

3603.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[Aidos's solution](#)

3604.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

3605.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Aidos's solution](#)

3606.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Aidos's solution](#)

3607.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[Aidos's solution](#)

3608.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[Aidos's solution](#)

3609.

1416D

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

Quality: 2,713 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Aidos's solution](#)

3610.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[Aidos's solution](#)

3611.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[Aidos's solution](#)

3612.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Aidos's solution](#)

3613.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Aidos's solution](#)

3614.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2020-05-27 · last AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Aidos's solution](#)

3615.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2600 · first AC: 2020-05-17 · last AC: 2020-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[Aidos's solution](#)

3616.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[Aidos's solution](#)

3617.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Aidos's solution](#)

3618.

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Aidos's solution](#)

3619.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[Aidos's solution](#)

3620.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2019-06-20 · last AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Aidos's solution](#)

3621.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[Aidos's solution](#)

3622.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs, shortest paths

[Aidos's solution](#)

3623.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[Aidos's solution](#)

3624.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · last AC: 2017-09-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[Aidos's solution](#)

3625.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Aidos's solution](#)

3626.

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2016-08-05 · GNU C++11 (first AC) · Tags: dp, number theory

[Aidos's solution](#)

3627.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing

[Aidos's solution](#)

3628.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[Aidos's solution](#)

3629.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2016-02-26 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Aidos's solution](#)

3630.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2015-06-03 · last AC: 2015-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Aidos's solution](#)

3631.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Aidos's solution](#)

3632.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Aidos's solution](#)

3633.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Aidos's solution](#)

3634.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Aidos's solution](#)

3635.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Aidos's solution](#)

3636.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-05-04 · last AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Aidos's solution](#)

3637.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Aidos's solution](#)

3638.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[Aidos's solution](#)

3639.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3640.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[Aidos's solution](#)

3641.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing

[Aidos's solution](#)

3642.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Aidos's solution](#)

3643.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[Aidos's solution](#)

3644.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[Aidos's solution](#)

3645.

236E

[Cyclical Quest](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3646.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[Aidos's solution](#)

3647.

1104E

[Johnny Solving](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Aidos's solution](#)

3648.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[Aidos's solution](#)

3649.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3650.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · last AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Aidos's solution](#)

3651.

1156G

[Optimizer](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2019-05-01 · last AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, hashing, implementation

[Aidos's solution](#)

3652.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Aidos's solution](#)

3653.

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3654.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[Aidos's solution](#)

3655.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-26 · Java 8 (first AC) · Tags: chinese remainder theorem, math, number theory

[Aidos's solution](#)

3656.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory, sortings

[Aidos's solution](#)

3657.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-12 · GNU C++11 (first AC) · Tags: fft, math, strings

[Aidos's solution](#)

3658.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2016-01-11 · last AC: 2016-01-13 · GNU C++11 (first AC) · Tags: data structures, sortings, string suffix structures, strings

[Aidos's solution](#)

3659.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2015-05-21 · GNU C++11 (first AC) · Tags: geometry, math, probabilities, two pointers

[Aidos's solution](#)

3660.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-09 · GNU C++ (first AC) · Tags: binary search, dsu, trees

[Aidos's solution](#)

3661.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Aidos's solution](#)

3662.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,917 global accepts · Rating: 2800 · first AC: 2024-10-24 · last AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Aidos's solution](#)

3663.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Aidos's solution](#)

3664.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2024-10-23 · last AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Aidos's solution](#)

3665.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Aidos's solution](#)

3666.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Aidos's solution](#)

3667.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[Aidos's solution](#)

3668.

493E

[Vasya and Polynomial](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Aidos's solution](#)

3669.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Aidos's solution](#)

3670.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[Aidos's solution](#)

3671.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[Aidos's solution](#)

3672.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Aidos's solution](#)

3673.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aidos's solution](#)

3674.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2017-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Aidos's solution](#)

3675.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Aidos's solution](#)

3676.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2015-06-02 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[Aidos's solution](#)

3677.

516D

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

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2015-02-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Aidos's solution](#)

3678.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-09-09 · last AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[Aidos's solution](#)

3679.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[Aidos's solution](#)

3680.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Aidos's solution](#)

3681.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities

[Aidos's solution](#)

3682.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-10 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[Aidos's solution](#)

3683.

1058G

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-26 · last AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Aidos's solution](#)

3684.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[Aidos's solution](#)

3685.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[Aidos's solution](#)

3686.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2017-05-20 · GNU C++11 (first AC) · Tags: data structures, dp

[Aidos's solution](#)

3687.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-14 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[Aidos's solution](#)

3688.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Aidos's solution](#)

3689.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Aidos's solution](#)

3690.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[Aidos's solution](#)

3691.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Aidos's solution](#)

3692.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[Aidos's solution](#)

3693.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aidos's solution](#)

3694.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2021-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3695.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2017-05-21 · last AC: 2017-05-21 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[Aidos's solution](#)

3696.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-02-17 · last AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Aidos's solution](#)

3697.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[Aidos's solution](#)

3698.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Aidos's solution](#)

3699.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[Aidos's solution](#)

3700.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Aidos's solution](#)

3701.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs

[Aidos's solution](#)

3702.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2015-12-11 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[Aidos's solution](#)

3703.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Aidos's solution](#)

3704.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-02-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[Aidos's solution](#)

3705.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-04 · last AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Aidos's solution](#)

3706.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Aidos's solution](#)

3707.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Aidos's solution](#)

3708.

undefined210

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Aidos's solution](#)

3709.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special

[Aidos's solution](#)

3710.

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, strings

[Aidos's solution](#)

3711.

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · last AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation, strings

[Aidos's solution](#)

3712.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[Aidos's solution](#)

3713.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3714.

100249D

[B0C0CÄ5CÐ](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aidos's solution](#)

3715.

100123A

[B 80ÄÄ BC,,GCÖKCR CCt>D K](#)

Rating: — · first AC: 2014-09-23 · last AC: 2023-01-09 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

3716.

undefined107

[987654321 problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Aidos's solution](#)

3717.

1033841

[AöD&CÖ:C 1C'NCDFC](#)

Rating: — · first AC: 2022-10-21 · Python 3 (first AC) · Tags: —

[Aidos's solution](#)

3718.

undefined101

[Domino](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Aidos's solution](#)

3719.

undefined117

[Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Aidos's solution](#)

3720.

undefined113

[Nearly prime numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · last AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Aidos's solution](#)

3721.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · Python 3 (first AC) · Tags: *special

[Aidos's solution](#)

3722.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · Python 3 (first AC) · Tags: *special

[Aidos's solution](#)

3723.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-07 · Python 3 (first AC) · Tags: *special

[Aidos's solution](#)

3724.

1531D

[B 5CD0C#BOja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-26 · last AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Aidos's solution](#)

3725.

1531E2

[B 3D BC,, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-26 · last AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[Aidos's solution](#)

3726.

1531C

[B 80ÄiäCTBD 8Dt=D'9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, dp

[Aidos's solution](#)

3727.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Aidos's solution](#)

3728.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Aidos's solution](#)

3729.

1531A

[At8CÔ3OT@iä||color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Aidos's solution](#)

3730.

1531E1

[B 3D B C,, @ C ä 2 C = 0 D ; C,, O C ô 8 C T <](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Aidos's solution](#)

3731.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, strings

[Aidos's solution](#)

3732.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[Aidos's solution](#)

3733.

1489A

[Remove Duplicates](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[Aidos's solution](#)

3734.

1275F

[B,, 0 D 4 C,, @ C ä 2 C = C,, 5 C ô > D B C ä 2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-06 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[Aidos's solution](#)

3735.

102082B

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

Rating: — · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[Aidos's solution](#)

3736.

397B

[On Corruption and Numbers](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[Aidos's solution](#)

3737.

397E

[On Changing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[Aidos's solution](#)

3738.

397D

[On Sum of Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Aidos's solution](#)

3739.

397C

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Aidos's solution](#)

3740.

397A

[On Segment's Own Points](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: — · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Aidos's solution](#)

3741.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Aidos's solution](#)

3742.

102591I

[A40C&C>D BDÂ 4C,,=C <C,,:C](#)

Rating: — · first AC: 2020-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3743.

100002E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3744.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3745.

100002B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3746.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3747.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3748.

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3749.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Aidos's solution](#)

3750.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Aidos's solution](#)

3751.

102591D

[Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · last AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3752.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Aidos's solution](#)

3753.

1275C

[#define AtOCDD10aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Aidos's solution](#)

3754.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Aidos's solution](#)

3755.

1275A

[B IDKDSKC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Aidos's solution](#)

3756.

100753M

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3757.

101840A

[Assessments](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3758.

101840J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3759.

101840B

[Breaking the Curse](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

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3760.

101840E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3761.

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3762.

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3763.

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3764.

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3765.

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3766.

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3767.

101879C

[Promenade by the lake](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3768.

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3769.

101879H

[Wine Production](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3770.

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3771.

101879D

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

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3772.

101879B

[Aesthetics in poetry](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3773.

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3774.

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3775.

101604E

[Mike and Cities](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3776.

101604C

[Wet Shark and Digit Enemies](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3777.

101604D

[Wet Shark and Smallest Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3778.

101604B

[Wet Shark and Coordinate Plane Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3779.

101604A

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

Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3780.

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3781.

100107I

[Titan Ruins: Inaction Leads to Decay](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3782.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3783.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3784.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3785.

100095G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3786.

100095C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3787.

100095I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3788.

100095J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3789.

100095H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3790.

100095F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3791.

100095D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3792.

100095B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3793.

100095A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3794.

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3795.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3796.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3797.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3798.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3799.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3800.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3801.

101807C

[Consecutive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3802.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3803.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3804.

undefined246

[Black & White](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · Python 3 (first AC) · Tags: *special

[Aidos's solution](#)

3805.

undefined140

[Integer Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: *special

[Aidos's solution](#)

3806.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · GNU C++11 (first AC) · Tags: *special

[Aidos's solution](#)

3807.

undefined122

[The book](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · last AC: 2018-04-24 · GNU C++11 (first AC) · Tags: *special

[Aidos's solution](#)

3808.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · Python 3 (first AC) · Tags: *special

[Aidos's solution](#)

3809.

101471C

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

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3810.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3811.

101471I

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

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3812.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3813.

101242B

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

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3814.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3815.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3816.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3817.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3818.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3819.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3820.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3821.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3822.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3823.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3824.

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3825.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3826.

101205B

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

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3827.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3828.

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3829.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3830.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3831.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3832.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3833.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3834.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3835.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3836.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3837.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3838.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3839.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3840.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3841.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3842.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3843.

101608E

[Robot I - Instruction Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3844.

101608L

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3845.

101608H

[Gas Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3846.

101608D

[Test Cases](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3847.

101608G

[WiFi Password](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3848.

101608M

[Winning Cells](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3849.

101608C

[A message for you!](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3850.

101608B

[OverCode](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3851.

101608A

[Chrome Tabs](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3852.

101666G

[Going Dutch](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3853.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3854.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3855.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3856.

101666M

[Manhattan Mornings](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3857.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3858.

101666A

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

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3859.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3860.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3861.

101666C

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3862.

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · last AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3863.

101615I

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

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3864.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3865.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3866.

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3867.

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3868.

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3869.

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3870.

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3871.

100194E

[A@015C`>CÐ](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3872.

100194H

[A@0C1AC00Dò AC\\$0CDLC 0](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3873.

100194C

[B 2D610T=CÔKCR >C\\$FD°](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3874.

100194B

[B 0D7C,,AC =C,,5](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3875.

100194A

[A 0048D5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3876.

100194D

[A 20ri@ D](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3877.

100194G

[B ->0m@Cä2C,,IC 2 Cä=C,,3C E](#)

Rating: — · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Aidos's solution](#)

3878.

101490H

[Multiplying Digits · Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3879.

101490F

[Endless Turning · Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3880.

101490G

[Manhattan Positioning System · Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3881.

101490D

[Bridge Automation · Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3882.

101490K

[Safe Racing · Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3883.

101490J

[Programming Tutors · Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3884.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3885.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3886.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3887.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3888.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3889.

100005A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3890.

100005F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3891.

100005G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3892.

100005H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3893.

100005E

[E](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3894.

100005D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3895.

100005B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-11 · Java 8 (first AC) · Tags: —

[Aidos's solution](#)

3896.

101366E

[Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3897.

101366C

[A Coloring Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3898.

101366A

[Perspective](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3899.

100490H

[High School Duels](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3900.

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3901.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3902.

100490A

[Approximation](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3903.

100490D

[Duel](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3904.

100490E

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

Rating: — · first AC: 2017-06-09 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3905.

101365F

[Ice-cream Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3906.

101365E

[Hippopotamus](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3907.

101383G

[Paratroopers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · last AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3908.

101383D

[FourSquares](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3909.

101383C

[Floyd](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3910.

101383A

[Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3911.

101383F

[Mega Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-07 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3912.

101412I

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

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3913.

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3914.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3915.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3916.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3917.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3918.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3919.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3920.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3921.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3922.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3923.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3924.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3925.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3926.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3927.

101174F

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

Rating: — · first AC: 2016-11-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3928.

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3929.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3930.

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3931.

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3932.

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3933.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3934.

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3935.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3936.

101156C

[Gary](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · last AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3937.

101156K

[Seven-segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3938.

101156G

[Non-Attacking Queens](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · Java 8 (first AC) · Tags: —

[Aidos's solution](#)

3939.

101156N

[Cut Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3940.

101156I

[Fleet Vulnerability](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3941.

101156E

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

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3942.

101156L

[Super 2048](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3943.

101164I

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3944.

100166C

[A 7008D 8C0B Ct=C =C,,9](#)

Rating: — · first AC: 2014-09-29 · last AC: 2016-11-21 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3945.

101150E

[Mobile Computing](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3946.

101150G

[Network Mess](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3947.

101150B

[Book Replacement](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3948.

101150C

[Colored Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3949.

101150F

[Atomic Car Race](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3950.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3951.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3952.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · Java 8 (first AC) · Tags: —

[Aidos's solution](#)

3953.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3954.

101150J

[Snapper Chain](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3955.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3956.

101138A

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

Rating: — · first AC: 2016-10-27 · last AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3957.

101138H

[Precise Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3958.

101138G

[LCM-er](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3959.

101138F

[GukiZ Height](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3960.

101138J

[Valentina and the Gift Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3961.

101138K

[The World of Trains](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3962.

101138I

[Prime Moving](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3963.

101138C

[Stickmen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3964.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3965.

101138E

[Bravebeart](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3966.

101138B

[Pen Pineapple Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3967.

100263K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3968.

100263F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3969.

100263I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3970.

100263B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3971.

100263L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3972.

100263H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3973.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3974.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3975.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3976.

101124A

[The Baguette Master](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3977.

101124D

[Checkmate with Bishop and Knight](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3978.

101124I

[Odd Factor \(64 MB ML!\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3979.

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3980.

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3981.

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3982.

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3983.

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3984.

100227J

[Cigarettes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-11 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3985.

100114K

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3986.

100114I

[Dunno](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3987.

100114A

[Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3988.

100114D

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3989.

100114J

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3990.

100114F

[GCDs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3991.

100114C

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3992.

100114B

[Island](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3993.

100114G

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3994.

100114H

[Milestones](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

3995.

101116L

[Sympathetic Tables](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3996.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3997.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3998.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

3999.

101116A

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

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4000.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4001.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4002.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4003.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4004.

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4005.

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · last AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4006.

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4007.

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4008.

100714D

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4009.

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4010.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4011.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4012.

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4013.

100112F

[Food Review](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4014.

100112K

[Kindergarten](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4015.

100112B

[Bread Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4016.

100112D

[Doorman](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4017.

100112J

[Juice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4018.

100112C

[Cookie Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4019.

100112H

[Horror List](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4020.

100112A

[Aaah!](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4021.

101104H

[Rummikub](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4022.

101104L

[Sightseeing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4023.

101104F

[Evacuation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4024.

101104K

[Lucky Light](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4025.

101104J

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4026.

101104B

[Bowling](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4027.

101104E

[The Bavarian Beer Party](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4028.

101104I

[Make it Manhattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4029.

101104D

[Digital Friends](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4030.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4031.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4032.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4033.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4034.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4035.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4036.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4037.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4038.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4039.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4040.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-28 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4041.

100803E

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

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4042.

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4043.

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4044.

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4045.

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4046.

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-27 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4047.

100864K

[Kaleidoscope](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4048.

100864D

[Dent's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4049.

100864B

[Blackboard](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · last AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4050.

100864A

[Agnatic Seniority](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4051.

100864C

[Coding](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4052.

100864F

[Farm](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4053.

100864J

[Jeltz' Torture](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-24 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4054.

101095N

[Weird Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4055.

101095Z

[Dance Around The Clock](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4056.

101095K

[Key Task](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4057.

101095B

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

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4058.

101095R

[Reaux! Sham! Beaux!](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4059.

101095S

[Robotic Sort](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4060.

101095X

[Investing at the Market](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4061.

101095Y

[Get to Work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4062.

100032H

[Poplars](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4063.

100032L

[Races](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4064.

100032J

[Islands](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4065.

100032A

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4066.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4067.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4068.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4069.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4070.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4071.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · last AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4072.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4073.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4074.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4075.

100957F

[A40C1D,,: D >C\\$5D”0CÔ8C•](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4076.

100957A

[B 0D,rj 0D :C](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4077.

100957D

[AD> DÄ56 Ô=C O Cô5DtL 2](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4078.

100957J

[A,,3D 0A65D\\$8](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4079.

100957G

[A,,3D 0A\\$0D 8](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4080.

100957C

[B BD00 Ô=C O DDCCÔ:Dd8Dö](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4081.

100957I

[AÖ50D\\$ 8 C,,AC#CD AD\\$2C](#)

Rating: — · first AC: 2016-09-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4082.

101047C

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

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4083.

101047F

[Fighting the Rajasi](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4084.

101047G

[Thai Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4085.

101047E

[Escape from Ayutthaya](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4086.

101047H

[Guarding the Temples](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4087.

101047K

[Training with Phuket's larvae](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4088.

101047M

[Removing coins in Kem Kadrān](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4089.

101047B

[Renzo and the palindromic decoration](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4090.

101047L

[Putting plates on the tuk-tuks](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4091.

100300E

[Trigonometric optimization](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4092.

100300G

[Pseudographical recognizer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-17 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4093.

101081B

[Random Run](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4094.

101081H

[Warsaw University](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4095.

101081G

[7168 – SMOK](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4096.

101081F

[Auction of Services](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4097.

101081E

[Polish Fortress](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4098.

101081C

[Salt Mine](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4099.

101081I

[Polish Solidarity](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4100.

101081D

[Fire Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4101.

101081A

[Card Show](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4102.

101081K

[Pope's work](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4103.

101081J

[Optimized RPG](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4104.

101090B

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · Java 8 (first AC) · Tags: —

[Aidos's solution](#)

4105.

101090A

[HHPaint](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4106.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4107.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4108.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4109.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4110.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4111.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4112.

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4113.

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4114.

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4115.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4116.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4117.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4118.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-10 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4119.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4120.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4121.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4122.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4123.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4124.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4125.

100860F

[Four-Based Weights](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4126.

100860K

[Keyphrase](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4127.

100860A

[AutoCoder](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4128.

100133M

[B5DD@CT=](#)

Rating: — · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4129.

100133L

[A0018C04D >CÄK](#)

Rating: — · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4130.

100133J

[AÄD70Dò ?Cä4D BD >C#0](#)

Rating: — · first AC: 2016-04-04 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4131.

100875D

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

Rating: — · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4132.

100863C

[Crisis](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-05 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4133.

100861G

[Genesis Project](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4134.

100861B

[Bankrupt Broker](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4135.

100861L

[Lucky Bonds](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4136.

100861A

[ACM ICPC Rules](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-29 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4137.

100850C

[B,TCä;DÄ=C O CD5CÄ>Cæ@C BC,,O](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4138.

100850D

[AöCfQD" <CTGD\\$K](#)

Rating: — · first AC: 2015-12-14 · last AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4139.

100850H

[AäBDtQD" >C >D,,8C :C E](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4140.

100850G

[BD8DjaC€](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4141.

100850J

[Aö@CäAD\\$0Dò ?CäAC´5CD>C\\$0D\\$5C´LCÔ>D BDÂ FC,,DD](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4142.

100850I

[AäTCÄ5CÒ 2C ;DäBD°](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4143.

100850F

[B TCCæCò>Cd0D\\$8Dö](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4144.

100850E

[A TTCÖæCÄ0D\\$5C´LCÔ>CR 4CT6D4@D BC\\$>](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4145.

100850A

[A 3DæCÔ>CÄÔ;Dä1C,,BCT;DÄ](#)

Rating: — · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4146.

100827I

[Salary Inequity · Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4147.

100827H

[Pushups · Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4148.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4149.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4150.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4151.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4152.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4153.

100379J

[Move the \(p, q\)-knight to the corner!](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4154.

100379H

[Matches are not toys for children](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4155.

100379E

[Addition in the Fibonacci number system](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4156.

100379L

[Game with a string](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4157.

100379D

[Generalized Fibonacci sequence](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4158.

100379G

[Wythoff's game with three piles](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-19 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4159.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4160.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4161.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-18 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4162.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4163.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4164.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4165.

100526I

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

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4166.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-21 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4167.

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4168.

100738C

[Rating Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4169.

100738L

[Plantations](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4170.

100738D

[Degree Sequence Tree](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4171.

100738K

[New GPU](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4172.

100738B

[Board with lights and switches](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4173.

100738A

[Fitting boxes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-20 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4174.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4175.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4176.

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4177.

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4178.

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4179.

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4180.

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4181.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4182.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4183.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4184.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2015-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4185.

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4186.

100741G

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

Rating: — · first AC: 2015-09-26 · last AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4187.

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4188.

100741K

[\\$\\$\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4189.

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4190.

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4191.

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2015-09-26 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4192.

100133G

[B · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4193.

100133E

[B · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4194.

100133H

[B · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4195.

100133I

[A · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4196.

100133F

[L · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4197.

100133C

[B · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4198.

100133D

[A · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4199.

100133B

[B · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4200.

100133A

[B · Tutorial](#)

Rating: — · first AC: 2015-09-23 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4201.

100135H

[H · Tutorial](#)

Rating: — · first AC: 2015-08-14 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4202.

100101A

[A · Tutorial](#)

Rating: — · first AC: 2015-08-13 · last AC: 2015-08-13 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4203.

100088A

[A · Tutorial](#)

Rating: — · first AC: 2015-08-13 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4204.

100088B

[B · Tutorial](#)

Rating: — · first AC: 2015-08-13 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4205.

100267B

[B · Tutorial](#), [5CÔ8Dò =C <CÔ>Cd5D BC\\$0](#)

Rating: — · first AC: 2015-08-04 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4206.

100010A

[Conduit · Tutorial](#)

Rating: — · first AC: 2015-08-04 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4207.

100010B

[Trap · Tutorial](#)

Rating: — · first AC: 2015-08-04 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4208.

100010C

[Escape · Tutorial](#)

Rating: — · first AC: 2015-05-30 · last AC: 2015-05-31 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4209.

100010D

[Reconnaissance · Tutorial](#)

Rating: — · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4210.

100010E

[Game · Tutorial](#)

Rating: — · first AC: 2015-05-30 · GNU C++11 (first AC) · Tags: —

[Aidos's solution](#)

4211.

100007E

[Max Flow · Tutorial](#)

Rating: — · first AC: 2015-05-30 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4212.

100007D

[Beer Thief · Tutorial](#)

Rating: — · first AC: 2015-05-30 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4213.

100007C

[Palindrome Numbers · Tutorial](#)

Rating: — · first AC: 2015-05-30 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4214.

100007B

[Excellent Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-30 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4215.

100007A

[Little Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2015-05-30 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4216.

100036D

[ASKDIOCd5C08CP](#)

Rating: — · first AC: 2015-01-16 · last AC: 2015-01-17 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4217.

100036F

[B-00t2Gf5Dt5C08D0 A C,,7CÄ5D 8D\\$5C`5CÀ](#)

Rating: — · first AC: 2015-01-16 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4218.

100307J

[Join the Conversation](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-16 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4219.

100307H

[Hack Protection](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-16 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4220.

100307F

[Fraud Busters](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-16 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4221.

100086F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-13 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4222.

100091C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-12 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4223.

100571C

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · last AC: 2015-01-09 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4224.

100571A

[Cursed Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4225.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-08 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4226.

100307B

[Bonus Cards](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4227.

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4228.

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4229.

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4230.

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4231.

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4232.

100497J

[Baza](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4233.

100497C

[Hopscotch Race](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4234.

100497K

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

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4235.

100497A

[Dance Floor](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4236.

100497G

[Sum of One-sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4237.

100497B

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4238.

100497H

[Pascal](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-04 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4239.

100151B

[Building Foundation](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4240.

100151K

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4241.

100151A

[Bonnie and Clyde](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4242.

100151C

[Dice Tower](#) · [Tutorial](#)

Rating: — · first AC: 2013-12-13 · last AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4243.

100506D

[Dice Password Security](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4244.

100506J

[Stock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4245.

100506G

[Pachinko](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4246.

100506A

[Average distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-31 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4247.

100503F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4248.

100503K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4249.

100503H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4250.

100503A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4251.

100503G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4252.

100507J

[Scarily interesting!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-29 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4253.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4254.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4255.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4256.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4257.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4258.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4259.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4260.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4261.

100494I

[Introspective Caching](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4262.

100494J

[Just A Few More Triangles!](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4263.

100494K

[Best Cow Line](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4264.

100494L

[Train Timetable](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4265.

100494G

[Getting Gold](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4266.

100494B

[Best Compression Ever](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · Python 2 (first AC) · Tags: —

[Aidos's solution](#)

4267.

100494E

[Event Planning](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4268.

100502I

[How Many Squares?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4269.

100502G

[Outing](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4270.

100502H

[Clock Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4271.

100502A

[Amanda Lounges](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4272.

100502K

[Train Passengers](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4273.

100502C

[Catalan Square](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · Python 2 (first AC) · Tags: —

[Aidos's solution](#)

4274.

100502E

[Opening Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4275.

100502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-13 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4276.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4277.

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4278.

100500F

[Door Lock](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4279.

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4280.

100500I

[Hall of Fame](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4281.

100500H

[ICPC Quest](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4282.

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4283.

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-09 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4284.

100486E

[Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4285.

100486F

[Intergalactic Mortgage](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4286.

100486H

[Ambiguous Result](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4287.

100486B

[Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4288.

100486J

[Saving the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4289.

100486C

[Text Encryption](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4290.

100486K

[Who is who's boss?](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4291.

100166E

[AD80aCTBD 3D ODD0](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4292.

100166G

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2014-09-29 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4293.

100166F

[AD50iaD BD 0](#)

Rating: — · first AC: 2014-09-29 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4294.

100166D

[A@C:BDt0C"HC,,9 CöCD\\$L](#)

Rating: — · first AC: 2014-09-29 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4295.

100166B

[B-0CÄaC @C AD BCäOCÔ8C•](#)

Rating: — · first AC: 2014-09-29 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4296.

100166A

[BD,CäaC@](#)

Rating: — · first AC: 2014-09-29 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4297.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4298.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4299.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4300.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4301.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4302.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-29 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4303.

100145B

[B4@Ca2CÔ5CÔ8CP](#)

Rating: — · first AC: 2014-09-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4304.

100145A

[Aô>C000tC, : 8 CÄ0D BC](#)

Rating: — · first AC: 2014-09-27 · Java 7 (first AC) · Tags: —

[Aidos's solution](#)

4305.

100145C

[AtUC000t0 AT2Cα;C,,4C](#)

Rating: — · first AC: 2014-09-27 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4306.

100124A

[A\\$>D AD\\$000>C\\$;CT=C,,5 HTML-DD0C”>;C](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4307.

100124H

[Aô>Dα@D`BC,,5 CD>CÄ8CÔ>D,,:C <C,Ó](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4308.

100124G

[A5>Cα@D`BC,,5 CD>CÄ8CÔ>D,,:C <C€](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4309.

100124F

[B5D\\$H](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4310.

100124E

[A5C48D5D :Cä5 CD5D 5C\\$>](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4311.

100124C

[A@Cä4C 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4312.

100124B

[A5D5CÔ:C](#)

Rating: — · first AC: 2014-09-24 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4313.

100123E

[A · Tutorial](#)

Rating: — · first AC: 2014-09-23 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4314.

100123I

[A · Tutorial](#)

Rating: — · first AC: 2014-09-23 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4315.

100230C

[C · Tutorial](#)

Rating: — · first AC: 2014-09-23 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4316.

100230B

[B · Tutorial](#)

Rating: — · first AC: 2014-09-23 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4317.

100230A

[A · Tutorial](#)

Rating: — · first AC: 2014-09-23 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4318.

100093E

[E · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4319.

100093F

[F · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4320.

100093C

[C · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4321.

100093B

[B · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4322.

100093D

[D · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4323.

100093A

[A · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4324.

100097E

[E · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4325.

100097F

[F · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4326.

100097C

[C · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4327.

100097D

[D · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4328.

100097B

[B · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4329.

100097A

[A · Tutorial](#)

Rating: — · first AC: 2014-09-22 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4330.

100012D

[Mars Rover · Tutorial](#)

Rating: — · first AC: 2014-09-21 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4331.

100012E

[Rabbit Hunt · Tutorial](#)

Rating: — · first AC: 2014-09-21 · MS C++ (first AC) · Tags: —

[Aidos's solution](#)

4332.

100012C

[A+B · Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4333.

100012A

[Drawing Lesson · Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4334.

100273I

[I18n · Tutorial](#)

Rating: — · first AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4335.

100273A

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · last AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4336.

100273B

[Building for UN](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-21 · last AC: 2014-09-21 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4337.

100319J

[A\\$5D05D BD CCD=Cä3Cä 4CÔO](#)

Rating: — · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4338.

100319D

[AÖ0C0?C,,ADÄ =C AD\\$5CÔ5](#)

Rating: — · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4339.

100319F

[A@Cä4D4:D\\$>C\\$0Dò :Cä@Ct8CÔO](#)

Rating: — · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4340.

100319B

[B\\$>Df0AèAD\\$>Dt:C À Ct0CôOD\\$0Dòâââ](#)

Rating: — · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4341.

100319E

[A\\$5D05C ÄKCR 0D 3D4<CT=D\\$K](#)

Rating: — · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4342.

100319G

[A1505CÔKC' 8 Dt5D =D'9](#)

Rating: — · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4343.

100319A

[A Ad\\$0d8C BC,,2CÔ>CR <D'HC'5CÔ8CP](#)

Rating: — · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4344.

100375F

[Windrunner at Your Service](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4345.

100375E

[Wild Card: Bus](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4346.

100375G

[What is the Answer?](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-09 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4347.

100371E

[The secret code](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4348.

100371D

[A fish lunch](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4349.

100371K

[A game \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4350.

100373G

[Sergey's division](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4351.

100373J

[Sergey and reduction \(High\)](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4352.

100373D

[Sergey and water](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4353.

100373I

[Sergey and exam](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4354.

100373H

[Sergey and sequence](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4355.

100373F

[Sergey's columns](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-07 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4356.

100463B

[Music Mess](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4357.

100463E

[Spies](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4358.

100463D

[Evil](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4359.

100463A

[Crossing Number](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-06 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4360.

100100A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-05 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4361.

100210H

[Build More Roads!](#) · [Tutorial](#)

Rating: — · first AC: 2014-08-05 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4362.

100210G

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

Rating: — · first AC: 2014-08-05 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4363.

100034C

[BD*0ÔBC =](#)

Rating: — · first AC: 2014-07-14 · last AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4364.

100034H

[A5DTr>Cd8CR <C BD 8DdK](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4365.

100034F

[A00i8C#8](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4366.

100034A

[B5CD8C#BCä@](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4367.

100034D

[AD5D\\$A#8C' ?D 0Ct4CÔ8C](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4368.

100034G

[A\\$C01CT1C00Dò ?CäAC`5CD>C\\$0D\\$5C`LCÔ>D BDÀ](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4369.

100034E

[B 8CÄAC BC,,GCÔKCR Cct>D K](#)

Rating: — · first AC: 2014-07-14 · last AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4370.

100034B

[AÄ00rAC,,0CÔAC=8CR DC :D\\$>D 8C ;D°](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4371.

100003D

[AäTDTsC B 2 C4;D41C,,=D0](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4372.

100003H

[B,tCDD°](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4373.

100003F

[A,,ED\\$5D 5D =D`5 Dt8D ;C](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4374.

100003A

[AÄ5DtBcä C Cö@CäECä4C Ä Cö>Cd0C`CC"AD\\$0](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4375.

100003E

[AD@CaCäFCT=CÔKCR :C <CÔ8](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4376.

100003C

[Aö>D1Bc, 1CTACö@CTDC,,:D =D`5 C=CDK](#)

Rating: — · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4377.

100134H

[Hyperdrome · Tutorial](#)

Rating: — · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4378.

100134G

[Great Deceiver · Tutorial](#)

Rating: — · first AC: 2014-03-27 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4390.

100296G

[Aidos's solution](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4391.

100296I

[Aidos's solution](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4392.

100296B

[Aidos's solution](#)

Rating: — · first AC: 2014-01-16 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4393.

100283F

[Bakkar In The Army](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4394.

100283G

[Jenga In The Military Unit](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4395.

100283E

[Ghanophobia](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4396.

100283K

[Cubes Shuffling](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-25 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4397.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4398.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4399.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-21 · last AC: 2013-11-21 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4400.

100274J

[Time to live](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4401.

100274F

[My brother's diary](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4402.

100274A

[Faculty Dividing Powers](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4403.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4404.

100253B

[Travelling Camera Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4405.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4406.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4407.

100285H

[Those are not the droids you're looking for](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4408.

100285I

[The old Padawan](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4409.

100285D

[This cheeseburger you don't need](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4410.

100285B

[The battle near the swamp](#) · [Tutorial](#)

Rating: — · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4411.

100249B

[A10C0@CäA C,,7CÄ5C05C08Dò =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2013-10-18 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4412.

100249A

[B · Tutorial](#)

Rating: — · first AC: 2013-10-18 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4413.

100240L

[Election · Tutorial](#)

Rating: — · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4414.

100240H

[Shopaholic · Tutorial](#)

Rating: — · first AC: 2013-10-10 · GNU C++ (first AC) · Tags: —

[Aidos's solution](#)

4415.

100240A

[Phone List · Tutorial](#)

Rating: — · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4416.

100240C

[Optimal Parking · Tutorial](#)

Rating: — · first AC: 2013-10-10 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4417.

100086E

[E · Tutorial](#)

Rating: — · first AC: 2013-05-03 · GNU C++0x (first AC) · Tags: —

[Aidos's solution](#)

4418.

100086D

[D · Tutorial](#)

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