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Unique solved — AnosVoldigoad

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6.

1984A

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7.

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8.

1975A

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9.

1969A

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10.

1957A

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11.

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12.

1956A

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26.

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29.

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1917A

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31.

1909A

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32.

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33.

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34.

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35.

1903A

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36.

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1805A

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38.

1832A

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1898A

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44.

1890A

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47.

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1886A

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1877A

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50.

1348A

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51.

1882A

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52.

1879A

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53.

1870A

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1513A

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55.

1867A

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1864A

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58.

1858A

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59.

1856A

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60.

1849A

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61.

1851B

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64.

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66.

1842A

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67.

1704A

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68.

1706A

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69.

1699A

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70.

1681A

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71.

1681B

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72.

1671A

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73.

1481A

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74.

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75.

1674A

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76.

1669C

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77.

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78.

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79.

4A

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81.

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82.

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83.

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84.

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85.

1606A

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86.

1900B

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87.

1896B

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88.

1888A

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89.

1875A

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90.

1879B

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91.

1808A

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92.

1860A

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93.

1856B

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94.

1732B

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95.

1679A

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96.

1987B

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97.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[AnosVoldigoad's solution](#)

98.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[AnosVoldigoad's solution](#)

99.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AnosVoldigoad's solution](#)

100.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[AnosVoldigoad's solution](#)

101.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[AnosVoldigoad's solution](#)

102.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[AnosVoldigoad's solution](#)

103.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[AnosVoldigoad's solution](#)

104.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AnosVoldigoad's solution](#)

105.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[AnosVoldigoad's solution](#)

106.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AnosVoldigoad's solution](#)

107.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[AnosVoldigoad's solution](#)

108.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AnosVoldigoad's solution](#)

109.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[AnosVoldigoad's solution](#)

110.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,540 global accepts · Rating: 1000 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[AnosVoldigoad's solution](#)

111.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-07 · last AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[AnosVoldigoad's solution](#)

112.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[AnosVoldigoad's solution](#)

113.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[AnosVoldigoad's solution](#)

114.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-05-02 · last AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[AnosVoldigoad's solution](#)

115.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AnosVoldigoad's solution](#)

116.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[AnosVoldigoad's solution](#)

117.

1942B

[Bessie and MEX](#) · [Tutorial](#)

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

[AnosVoldigoad's solution](#)

118.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[AnosVoldigoad's solution](#)

119.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[AnosVoldigoad's solution](#)

120.

1920B

[Summation Game](#) · [Tutorial](#)

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

[AnosVoldigoad's solution](#)

121.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AnosVoldigoad's solution](#)

122.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,357 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[AnosVoldigoad's solution](#)

123.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[AnosVoldigoad's solution](#)

124.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[AnosVoldigoad's solution](#)

125.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[AnosVoldigoad's solution](#)

126.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,494 global accepts · Rating: 1100 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[AnosVoldigoad's solution](#)

127.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[AnosVoldigoad's solution](#)

128.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math
[AnosVoldigoad's solution](#)

129.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[AnosVoldigoad's solution](#)

130.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[AnosVoldigoad's solution](#)

131.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[AnosVoldigoad's solution](#)

132.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[AnosVoldigoad's solution](#)

133.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-25 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[AnosVoldigoad's solution](#)

134.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[AnosVoldigoad's solution](#)

135.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[AnosVoldigoad's solution](#)

136.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[AnosVoldigoad's solution](#)

137.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[AnosVoldigoad's solution](#)

138.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,756 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[AnosVoldigoad's solution](#)

139.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[AnosVoldigoad's solution](#)

140.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[AnosVoldigoad's solution](#)

141.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[AnosVoldigoad's solution](#)

142.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[AnosVoldigoad's solution](#)

143.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[AnosVoldigoad's solution](#)

144.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[AnosVoldigoad's solution](#)

145.

1922B

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

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

[AnosVoldigoad's solution](#)

146.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[AnosVoldigoad's solution](#)

147.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AnosVoldigoad's solution](#)

148.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AnosVoldigoad's solution](#)

149.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,835 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[AnosVoldigoad's solution](#)

150.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[AnosVoldigoad's solution](#)

151.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,340 global accepts · Rating: 1200 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[AnosVoldigoad's solution](#)

152.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math

[AnosVoldigoad's solution](#)

153.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[AnosVoldigoad's solution](#)

154.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[AnosVoldigoad's solution](#)

155.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[AnosVoldigoad's solution](#)

156.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,669 global accepts · Rating: 1200 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[AnosVoldigoad's solution](#)

157.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[AnosVoldigoad's solution](#)

158.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[AnosVoldigoad's solution](#)

159.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[AnosVoldigoad's solution](#)

160.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[AnosVoldigoad's solution](#)

161.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[AnosVoldigoad's solution](#)

162.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-29 · last AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[AnosVoldigoad's solution](#)

163.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 1200 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[AnosVoldigoad's solution](#)

164.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AnosVoldigoad's solution](#)

165.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AnosVoldigoad's solution](#)

166.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[AnosVoldigoad's solution](#)

167.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[AnosVoldigoad's solution](#)

168.

1942C1

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

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

[AnosVoldigoad's solution](#)

169.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[AnosVoldigoad's solution](#)

170.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[AnosVoldigoad's solution](#)

171.

1922C

[Closest Cities](#) · [Tutorial](#)

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

[AnosVoldigoad's solution](#)

172.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[AnosVoldigoad's solution](#)

173.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[AnosVoldigoad's solution](#)

174.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[AnosVoldigoad's solution](#)

175.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[AnosVoldigoad's solution](#)

176.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,438 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AnosVoldigoad's solution](#)

177.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[AnosVoldigoad's solution](#)

178.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[AnosVoldigoad's solution](#)

179.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, greedy

[AnosVoldigoad's solution](#)

180.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[AnosVoldigoad's solution](#)

181.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[AnosVoldigoad's solution](#)

182.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AnosVoldigoad's solution](#)

183.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

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

[AnosVoldigoad's solution](#)

184.

92B

[Binary Number](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1300 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[AnosVoldigoad's solution](#)

185.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AnosVoldigoad's solution](#)

186.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[AnosVoldigoad's solution](#)

187.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AnosVoldigoad's solution](#)

188.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[AnosVoldigoad's solution](#)

189.

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[AnosVoldigoad's solution](#)

190.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[AnosVoldigoad's solution](#)

191.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[AnosVoldigoad's solution](#)

192.

1919C

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

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[AnosVoldigoad's solution](#)

193.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[AnosVoldigoad's solution](#)

194.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[AnosVoldigoad's solution](#)

195.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,571 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[AnosVoldigoad's solution](#)

196.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[AnosVoldigoad's solution](#)

197.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[AnosVoldigoad's solution](#)

198.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math
[AnosVoldigoad's solution](#)

199.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[AnosVoldigoad's solution](#)

200.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[AnosVoldigoad's solution](#)

201.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[AnosVoldigoad's solution](#)

202.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[AnosVoldigoad's solution](#)

203.

1348B

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

Quality: 27,489 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[AnosVoldigoad's solution](#)

204.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[AnosVoldigoad's solution](#)

205.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,106 global accepts · Rating: 1400 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[AnosVoldigoad's solution](#)

206.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[AnosVoldigoad's solution](#)

207.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[AnosVoldigoad's solution](#)

208.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[AnosVoldigoad's solution](#)

209.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[AnosVoldigoad's solution](#)

210.

1898B

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

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AnosVoldigoad's solution](#)

211.

1891C

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

Quality: 20,354 global accepts · Rating: 1500 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[AnosVoldigoad's solution](#)

212.

1877D

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

Rating: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[AnosVoldigoad's solution](#)

213.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[AnosVoldigoad's solution](#)

214.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[AnosVoldigoad's solution](#)

215.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[AnosVoldigoad's solution](#)

216.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[AnosVoldigoad's solution](#)

217.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-26 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
[AnosVoldigoad's solution](#)

218.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
[AnosVoldigoad's solution](#)

219.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[AnosVoldigoad's solution](#)

220.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation
[AnosVoldigoad's solution](#)

221.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math
[AnosVoldigoad's solution](#)

222.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[AnosVoldigoad's solution](#)

223.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[AnosVoldigoad's solution](#)

224.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[AnosVoldigoad's solution](#)

225.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[AnosVoldigoad's solution](#)

226.

1917C

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

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[AnosVoldigoad's solution](#)

227.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,796 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[AnosVoldigoad's solution](#)

228.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[AnosVoldigoad's solution](#)

229.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[AnosVoldigoad's solution](#)

230.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AnosVoldigoad's solution](#)

231.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AnosVoldigoad's solution](#)

232.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AnosVoldigoad's solution](#)

233.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[AnosVoldigoad's solution](#)

234.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[AnosVoldigoad's solution](#)

235.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2023-09-01 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[AnosVoldigoad's solution](#)

236.

1849C

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

Quality: 12,532 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[AnosVoldigoad's solution](#)

237.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[AnosVoldigoad's solution](#)

238.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[AnosVoldigoad's solution](#)

239.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[AnosVoldigoad's solution](#)

240.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[AnosVoldigoad's solution](#)

241.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[AnosVoldigoad's solution](#)

242.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[AnosVoldigoad's solution](#)

243.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[AnosVoldigoad's solution](#)

244.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[AnosVoldigoad's solution](#)

245.

1937C

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

Rating: 1700 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[AnosVoldigoad's solution](#)

246.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[AnosVoldigoad's solution](#)

247.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[AnosVoldigoad's solution](#)

248.

1903D1

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

Quality: 7,147 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[AnosVoldigoad's solution](#)

249.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[AnosVoldigoad's solution](#)

250.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AnosVoldigoad's solution](#)

251.

1594D

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

Quality: 9,398 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[AnosVoldigoad's solution](#)

252.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[AnosVoldigoad's solution](#)

253.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[AnosVoldigoad's solution](#)

254.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2023-09-09 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AnosVoldigoad's solution](#)

255.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[AnosVoldigoad's solution](#)

256.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[AnosVoldigoad's solution](#)

257.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[AnosVoldigoad's solution](#)

258.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AnosVoldigoad's solution](#)

259.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[AnosVoldigoad's solution](#)

260.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[AnosVoldigoad's solution](#)

261.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[AnosVoldigoad's solution](#)

262.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[AnosVoldigoad's solution](#)

263.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[AnosVoldigoad's solution](#)

264.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[AnosVoldigoad's solution](#)

265.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AnosVoldigoad's solution](#)

266.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[AnosVoldigoad's solution](#)

267.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[AnosVoldigoad's solution](#)

268.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[AnosVoldigoad's solution](#)

269.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AnosVoldigoad's solution](#)

270.

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[AnosVoldigoad's solution](#)

271.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[AnosVoldigoad's solution](#)

272.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AnosVoldigoad's solution](#)

273.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[AnosVoldigoad's solution](#)

274.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[AnosVoldigoad's solution](#)

275.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[AnosVoldigoad's solution](#)

276.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2023-09-13 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[AnosVoldigoad's solution](#)

277.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AnosVoldigoad's solution](#)

278.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[AnosVoldigoad's solution](#)

279.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[AnosVoldigoad's solution](#)

280.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[AnosVoldigoad's solution](#)

281.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 1800 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[AnosVoldigoad's solution](#)

282.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, implementation

[AnosVoldigoad's solution](#)

283.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,101 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[AnosVoldigoad's solution](#)

284.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[AnosVoldigoad's solution](#)

285.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[AnosVoldigoad's solution](#)

286.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[AnosVoldigoad's solution](#)

287.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[AnosVoldigoad's solution](#)

288.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[AnosVoldigoad's solution](#)

289.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[AnosVoldigoad's solution](#)

290.

1920D

[Array Repetition](#) · [Tutorial](#)

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

[AnosVoldigoad's solution](#)

291.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[AnosVoldigoad's solution](#)

292.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[AnosVoldigoad's solution](#)

293.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[AnosVoldigoad's solution](#)

294.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[AnosVoldigoad's solution](#)

295.

1888D2

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

Rating: 1900 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[AnosVoldigoad's solution](#)

296.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[AnosVoldigoad's solution](#)

297.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[AnosVoldigoad's solution](#)

298.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[AnosVoldigoad's solution](#)

299.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[AnosVoldigoad's solution](#)

300.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[AnosVoldigoad's solution](#)

301.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[AnosVoldigoad's solution](#)

302.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AnosVoldigoad's solution](#)

303.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[AnosVoldigoad's solution](#)

304.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[AnosVoldigoad's solution](#)

305.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-24 · last AC: 2024-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[AnosVoldigoad's solution](#)

306.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[AnosVoldigoad's solution](#)

307.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AnosVoldigoad's solution](#)

308.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[AnosVoldigoad's solution](#)

309.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[AnosVoldigoad's solution](#)

310.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[AnosVoldigoad's solution](#)

311.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AnosVoldigoad's solution](#)

312.

1937D

[Pinball](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AnosVoldigoad's solution](#)

313.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[AnosVoldigoad's solution](#)

314.

1905D

[Cyclic MEX](#) · [Tutorial](#)

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

[AnosVoldigoad's solution](#)

315.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[AnosVoldigoad's solution](#)

316.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[AnosVoldigoad's solution](#)

317.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[AnosVoldigoad's solution](#)

318.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[AnosVoldigoad's solution](#)

319.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[AnosVoldigoad's solution](#)

320.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[AnosVoldigoad's solution](#)

321.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AnosVoldigoad's solution](#)

322.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[AnosVoldigoad's solution](#)

323.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[AnosVoldigoad's solution](#)

324.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[AnosVoldigoad's solution](#)

325.

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[AnosVoldigoad's solution](#)

326.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[AnosVoldigoad's solution](#)

327.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[AnosVoldigoad's solution](#)

328.

1942D

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

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[AnosVoldigoad's solution](#)

329.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AnosVoldigoad's solution](#)

330.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AnosVoldigoad's solution](#)

331.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[AnosVoldigoad's solution](#)

332.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[AnosVoldigoad's solution](#)

333.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,922 global accepts · Rating: 2100 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[AnosVoldigoad's solution](#)

334.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[AnosVoldigoad's solution](#)

335.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[AnosVoldigoad's solution](#)

336.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[AnosVoldigoad's solution](#)

337.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[AnosVoldigoad's solution](#)

338.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[AnosVoldigoad's solution](#)

339.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2023-09-07 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[AnosVoldigoad's solution](#)

340.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,271 global accepts · Rating: 2100 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[AnosVoldigoad's solution](#)

341.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[AnosVoldigoad's solution](#)

342.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-09-14 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[AnosVoldigoad's solution](#)

343.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[AnosVoldigoad's solution](#)

344.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,313 global accepts · Rating: 2100 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[AnosVoldigoad's solution](#)

345.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AnosVoldigoad's solution](#)

346.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[AnosVoldigoad's solution](#)

347.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[AnosVoldigoad's solution](#)

348.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AnosVoldigoad's solution](#)

349.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[AnosVoldigoad's solution](#)

350.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[AnosVoldigoad's solution](#)

351.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AnosVoldigoad's solution](#)

352.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[AnosVoldigoad's solution](#)

353.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[AnosVoldigoad's solution](#)

354.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[AnosVoldigoad's solution](#)

355.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[AnosVoldigoad's solution](#)

356.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[AnosVoldigoad's solution](#)

357.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[AnosVoldigoad's solution](#)

358.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2022-11-16 · last AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[AnosVoldigoad's solution](#)

359.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[AnosVoldigoad's solution](#)

360.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AnosVoldigoad's solution](#)

361.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[AnosVoldigoad's solution](#)

362.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[AnosVoldigoad's solution](#)

363.

785D

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

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AnosVoldigoad's solution](#)

364.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AnosVoldigoad's solution](#)

365.

1895E

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

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[AnosVoldigoad's solution](#)

366.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[AnosVoldigoad's solution](#)

367.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,859 global accepts · Rating: 2300 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AnosVoldigoad's solution](#)

368.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2023-09-11 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[AnosVoldigoad's solution](#)

369.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[AnosVoldigoad's solution](#)

370.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AnosVoldigoad's solution](#)

371.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[AnosVoldigoad's solution](#)

372.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[AnosVoldigoad's solution](#)

373.

1937E

[Pokémon Arena](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[AnosVoldigoad's solution](#)

374.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[AnosVoldigoad's solution](#)

375.

865D

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

Quality: 8,018 global accepts · Rating: 2400 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[AnosVoldigoad's solution](#)

376.

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[AnosVoldigoad's solution](#)

377.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

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378.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AnosVoldigoad's solution](#)

379.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[AnosVoldigoad's solution](#)

380.

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AnosVoldigoad's solution](#)

381.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2023-08-12 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[AnosVoldigoad's solution](#)

382.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2023-12-04 · last AC: 2024-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

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383.

1918F

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

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[AnosVoldigoad's solution](#)

384.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[AnosVoldigoad's solution](#)

385.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[AnosVoldigoad's solution](#)

386.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[AnosVoldigoad's solution](#)

387.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[AnosVoldigoad's solution](#)

388.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[AnosVoldigoad's solution](#)

389.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[AnosVoldigoad's solution](#)

390.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[AnosVoldigoad's solution](#)

391.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[AnosVoldigoad's solution](#)

392.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AnosVoldigoad's solution](#)

393.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2023-09-01 · last AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[AnosVoldigoad's solution](#)

394.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[AnosVoldigoad's solution](#)

395.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2023-09-11 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[AnosVoldigoad's solution](#)

396.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[AnosVoldigoad's solution](#)

397.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[AnosVoldigoad's solution](#)

398.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-11-14 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[AnosVoldigoad's solution](#)

399.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[AnosVoldigoad's solution](#)

400.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[AnosVoldigoad's solution](#)

401.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-08-21 · last AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[AnosVoldigoad's solution](#)

402.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[AnosVoldigoad's solution](#)

403.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[AnosVoldigoad's solution](#)

404.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-23 · last AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[AnosVoldigoad's solution](#)

405.

103729J

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Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

406.

103729A

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Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

407.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

408.

103729B

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

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

409.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

410.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

411.

104725G

[ZapuziSihi!ub](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

412.

104725D

[NNej:-^ ^UUs](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

413.

104725F

[g T N SC\[P^*R](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

414.

104725L

[Q|b|o|b](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

415.

104725A

[u%w|e|eQ*N](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

416.

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

417.

105163G

[Grey-like Code](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[AnosVoldigoad's solution](#)

418.

105163F

[Photography](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

419.

105163J

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

420.

105163D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

421.

105163K

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

422.

105163B

[String](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

423.

105163I

[This is an easy problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

424.

105173I

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

425.

105173M

[House](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

426.

105173L

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

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

427.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

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428.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

429.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

430.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

431.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

432.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

433.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AnosVoldigoad's solution](#)

434.

undefined223

[Little Kings](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

[AnosVoldigoad's solution](#)