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100.

1593A

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101.

1573A

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102.

1566B

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103.

1566A

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104.

1553A

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105.

1562A

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106.

1554A

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107.

1556A

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108.

1560C

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109.

1560B

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110.

1560A

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111.

1551B1

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112.

1551A

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113.

1549B

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114.

1549A

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115.

1547B

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116.

1547A

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117.

1542A

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118.

1541A

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119.

1539B

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120.

1537A

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121.

1534A

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122.

1538B

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1538A

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124.

1536A

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125.

1535A

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126.

599A

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127.

1523A

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128.

1526A

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129.

1529A

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130.

1527A

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131.

1525A

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1515A

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133.

1519A

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134.

1519B

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1520B

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136.

1520A

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137.

1474A

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138.

1517A

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1514A

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142.

1511A

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143.

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144.

1512B

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145.

1512A

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146.

1466B

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147.

1466A

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148.

1504A

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149.

1492A

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1484A

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151.

1498A

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152.

1506A

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153.

1499A

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154.

1497A

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155.

1493A

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156.

1491A

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157.

1490A

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158.

1478A

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159.

1480A

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160.

1481A

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161.

1472B

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162.

1472A

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163.

1473A

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1459A

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167.

1461A

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1457A

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169.

1450A

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170.

1453A

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171.

1452C

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172.

1452A

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173.

1455A

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174.

1438A

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175.

1447A

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176.

1454B

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177.

1454A

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178.

1440A

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179.

1451A

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180.

1443A

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181.

1106A

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182.

1437A

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183.

1436A

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184.

1435A

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185.

1433B

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186.

1433A

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187.

1417A

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188.

1421A

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189.

1428A

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190.

1194A

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191.

1136A

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192.

1430B

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193.

1422A

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Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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194.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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195.

1426A

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Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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196.

1405A

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Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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197.

1409A

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198.

1397A

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Quality: 29,833 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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199.

1400A

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Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

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200.

1392B

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201.

1392A

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1399B

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1388A

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229.

988A

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1369A

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236.

384A

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238.

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977A

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1144A

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703A

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263A

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1358A

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1085A

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1360B

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1360A

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251.

978A

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252.

978B

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1353B

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1352A

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1351A

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257.

339A

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1345A

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148A

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260.

959A

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1348A

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1104A

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932A

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1328A

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1323A

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274.

1325B

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275.

1325A

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1312A

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1311A

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1300A

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1307A

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1303A

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1285A

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288.

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289.

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290.

1270A

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291.

1154A

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292.

1269A

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293.

1271A

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294.

1281A

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295.

897A

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296.

1173A

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297.

1047A

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298.

822A

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299.

1038A

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300.

1013A

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301.

1162A

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302.

1196A

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303.

1255A

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304.

1257A

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305.

1243A

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306.

1176A

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281A

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308.

282A

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309.

41A

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310.

1167A

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311.

796A

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312.

1159A

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313.

1178A

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314.

1249A

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315.

1191A

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316.

4A

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317.

1236A

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318.

1244A

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319.

1150A

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320.

1180A

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321.

1186A

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322.

1152A

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323.

1189A

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324.

1241A

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325.

707A

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326.

1234A

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327.

32B

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328.

32A

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329.

1228A

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330.

486A

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331.

1230A

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332.

1216A

[Prefixes](#) · [Tutorial](#)

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333.

1143A

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334.

1220A

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335.

1209A

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[AvinashKartik's solution](#)

336.

1207A

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337.

1206A

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338.

1139A

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339.

1200A

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340.

1131A

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341.

1733B

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342.

1665B

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343.

1675B

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344.

1714A

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345.

1650B

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346.

1642B

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347.

1624B

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348.

1617B

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349.

1591B

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350.

1132B

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351.

1543B

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352.

1543A

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353.

1613A

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354.

1609A

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Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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355.

1610A

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Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[AvinashKartik's solution](#)

356.

1612B

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357.

1582B

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Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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358.

1606A

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359.

1589C

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[AvinashKartik's solution](#)

360.

1607B

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Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: math

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361.

1593B

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362.

1559B

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363.

1559A

[Mocha and Math](#) · [Tutorial](#)

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364.

1537B

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365.

1535B

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366.

1471A

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367.

1525B

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368.

1163A

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369.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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370.

1501B

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371.

1496A

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372.

1494A

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Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

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373.

1480B

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374.

1475B

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375.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,847 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

376.

1467A

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377.

1462C

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378.

1440B

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379.

1451B

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380.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

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381.

1436B

[Prime Square](#) · [Tutorial](#)

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382.

1433C

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383.

580A

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[AvinashKartik's solution](#)

384.

1430A

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385.

1427A

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386.

1426B

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387.

1420A

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388.

1419A

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389.

1406A

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390.

1401A

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391.

545A

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392.

1110A

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393.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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394.

1380A

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Quality: 40,082 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

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395.

160A

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Quality: 143,759 global accepts · Rating: 900 · first AC: 2020-07-05 · PyPy 3 (first AC) · Tags: greedy, sortings

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396.

1095B

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Quality: 24,340 global accepts · Rating: 900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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397.

1005B

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398.

1183B

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Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

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399.

1374B

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400.

999B

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Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: implementation

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401.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

402.

1373B

[01 Game](#) · [Tutorial](#)

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[AvinashKartik's solution](#)

403.

1267B

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Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[AvinashKartik's solution](#)

404.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,795 global accepts · Rating: 900 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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405.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: implementation
[AvinashKartik's solution](#)

406.

1144B

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Quality: 18,338 global accepts · Rating: 900 · first AC: 2020-06-06 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings
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407.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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408.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,703 global accepts · Rating: 900 · first AC: 2020-05-26 · PyPy 3 (first AC) · Tags: implementation
[AvinashKartik's solution](#)

409.

1008A

[Romaji](#) · [Tutorial](#)

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[AvinashKartik's solution](#)

410.

208A

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Quality: 105,079 global accepts · Rating: 900 · first AC: 2020-05-19 · PyPy 3 (first AC) · Tags: strings
[AvinashKartik's solution](#)

411.

1354A

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412.

1350A

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[AvinashKartik's solution](#)

413.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: brute force, implementation, math
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414.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,707 global accepts · Rating: 900 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: implementation
[AvinashKartik's solution](#)

415.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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416.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-24 · PyPy 3 (first AC) · Tags: math

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417.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

418.

415A

[Mashmokh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: implementation

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419.

1337B

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Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-16 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[AvinashKartik's solution](#)

420.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,600 global accepts · Rating: 900 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: constructive algorithms

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421.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math

[AvinashKartik's solution](#)

422.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · PyPy 3 (first AC) · Tags: implementation

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423.

1321A

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Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: greedy

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424.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: implementation, number theory

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425.

1326B

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Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

426.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation
[AvinashKartik's solution](#)

427.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: math
[AvinashKartik's solution](#)

428.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · PyPy 3 (first AC) · Tags: greedy, math, strings
[AvinashKartik's solution](#)

429.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · PyPy 3 (first AC) · Tags: greedy
[AvinashKartik's solution](#)

430.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2020-01-14 · PyPy 3 (first AC) · Tags: math
[AvinashKartik's solution](#)

431.

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · PyPy 3 (first AC) · Tags: implementation, math
[AvinashKartik's solution](#)

432.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · PyPy 3 (first AC) · Tags: brute force, greedy, math, sortings
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433.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2019-12-04 · PyPy 3 (first AC) · Tags: geometry, math
[AvinashKartik's solution](#)

434.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-11-28 · PyPy 3 (first AC) · Tags: implementation, math
[AvinashKartik's solution](#)

435.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,921 global accepts · Rating: 900 · first AC: 2019-11-25 · PyPy 3 (first AC) · Tags: greedy
[AvinashKartik's solution](#)

436.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-11-17 · PyPy 3 (first AC) · Tags: math
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437.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2019-11-06 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[AvinashKartik's solution](#)

438.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-10-31 · PyPy 3 (first AC) · Tags: combinatorics, greedy
[AvinashKartik's solution](#)

439.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,498 global accepts · Rating: 900 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings
[AvinashKartik's solution](#)

440.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: math
[AvinashKartik's solution](#)

441.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AvinashKartik's solution](#)

442.

1247A

[Forgetting Things](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: math
[AvinashKartik's solution](#)

443.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2019-10-21 · PyPy 3 (first AC) · Tags: math
[AvinashKartik's solution](#)

444.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · PyPy 3 (first AC) · Tags: greedy, math, sortings
[AvinashKartik's solution](#)

445.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2019-10-18 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings
[AvinashKartik's solution](#)

446.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-10-11 · PyPy 3 (first AC) · Tags: greedy, implementation
[AvinashKartik's solution](#)

447.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-08 · PyPy 3 (first AC) · Tags: math, number theory
[AvinashKartik's solution](#)

448.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-10-07 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

449.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-10-05 · PyPy 3 (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

450.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2019-09-27 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

451.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-09-27 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[AvinashKartik's solution](#)

452.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-09-24 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[AvinashKartik's solution](#)

453.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2019-09-21 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

[AvinashKartik's solution](#)

454.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,604 global accepts · Rating: 900 · first AC: 2019-09-17 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

455.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-18 · PyPy 3 (first AC) · Tags: dp, implementation

[AvinashKartik's solution](#)

456.

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-05 · Python 3 (first AC) · Tags: implementation, strings

[AvinashKartik's solution](#)

457.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-31 · last AC: 2019-01-31 · Python 3 (first AC) · Tags: greedy, strings

[AvinashKartik's solution](#)

458.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

459.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-12-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

460.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

461.

1690D

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

Quality: 47,055 global accepts · Rating: 1000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[AvinashKartik's solution](#)

462.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AvinashKartik's solution](#)

463.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[AvinashKartik's solution](#)

464.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AvinashKartik's solution](#)

465.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

466.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[AvinashKartik's solution](#)

467.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

468.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AvinashKartik's solution](#)

469.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AvinashKartik's solution](#)

470.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[AvinashKartik's solution](#)

471.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[AvinashKartik's solution](#)

472.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AvinashKartik's solution](#)

473.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AvinashKartik's solution](#)

474.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AvinashKartik's solution](#)

475.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AvinashKartik's solution](#)

476.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,042 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AvinashKartik's solution](#)

477.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AvinashKartik's solution](#)

478.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AvinashKartik's solution](#)

479.

1589B

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

Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AvinashKartik's solution](#)

480.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

481.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[AvinashKartik's solution](#)

482.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[AvinashKartik's solution](#)

483.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[AvinashKartik's solution](#)

484.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
[AvinashKartik's solution](#)

485.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[AvinashKartik's solution](#)

486.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[AvinashKartik's solution](#)

487.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math
[AvinashKartik's solution](#)

488.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[AvinashKartik's solution](#)

489.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[AvinashKartik's solution](#)

490.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[AvinashKartik's solution](#)

491.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[AvinashKartik's solution](#)

492.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 1000 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[AvinashKartik's solution](#)

493.

1506C

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

Quality: 35,641 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AvinashKartik's solution](#)

494.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[AvinashKartik's solution](#)

495.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[AvinashKartik's solution](#)

496.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AvinashKartik's solution](#)

497.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,062 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AvinashKartik's solution](#)

498.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AvinashKartik's solution](#)

499.

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

[AvinashKartik's solution](#)

500.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[AvinashKartik's solution](#)

501.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,077 global accepts · Rating: 1000 · first AC: 2020-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AvinashKartik's solution](#)

502.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

503.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AvinashKartik's solution](#)

504.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AvinashKartik's solution](#)

505.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[AvinashKartik's solution](#)

506.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

507.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[AvinashKartik's solution](#)

508.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,861 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[AvinashKartik's solution](#)

509.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

510.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

511.

958B1

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

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AvinashKartik's solution](#)

512.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AvinashKartik's solution](#)

513.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AvinashKartik's solution](#)

514.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[AvinashKartik's solution](#)

515.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AvinashKartik's solution](#)

516.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,944 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AvinashKartik's solution](#)

517.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2020-06-28 · PyPy 3 (first AC) · Tags: implementation
[AvinashKartik's solution](#)

518.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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519.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: greedy
[AvinashKartik's solution](#)

520.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[AvinashKartik's solution](#)

521.

118B

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

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2020-06-13 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation
[AvinashKartik's solution](#)

522.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2020-06-11 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

523.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,025 global accepts · Rating: 1000 · first AC: 2020-06-10 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, math

[AvinashKartik's solution](#)

524.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

525.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

526.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2020-06-06 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

[AvinashKartik's solution](#)

527.

450A

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

Quality: 44,425 global accepts · Rating: 1000 · first AC: 2020-06-05 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

528.

1362A

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

Quality: 34,088 global accepts · Rating: 1000 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

529.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[AvinashKartik's solution](#)

530.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AvinashKartik's solution](#)

531.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

532.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[AvinashKartik's solution](#)

533.

1008B

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Quality: 12,563 global accepts · Rating: 1000 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

534.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

535.

339B

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

Quality: 81,385 global accepts · Rating: 1000 · first AC: 2020-05-08 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

536.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1000 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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537.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,422 global accepts · Rating: 1000 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

538.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: constructive algorithms

[AvinashKartik's solution](#)

539.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2020-04-05 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

540.

579A

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Quality: 78,943 global accepts · Rating: 1000 · first AC: 2020-04-04 · PyPy 3 (first AC) · Tags: bitmasks

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541.

165A

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

Quality: 26,277 global accepts · Rating: 1000 · first AC: 2020-03-30 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

542.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[AvinashKartik's solution](#)

543.

1312B

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Quality: 39,060 global accepts · Rating: 1000 · first AC: 2020-03-10 · PyPy 3 (first AC) · Tags: constructive algorithms, sortings

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544.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-24 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings

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545.

1293B

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546.

1278A

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547.

1266B

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Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-18 · PyPy 3 (first AC) · Tags: constructive algorithms, math

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548.

1266A

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Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-18 · PyPy 3 (first AC) · Tags: chinese remainder theorem, math

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549.

110C

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

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[AvinashKartik's solution](#)

550.

122A

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Quality: 149,817 global accepts · Rating: 1000 · first AC: 2019-12-16 · PyPy 3 (first AC) · Tags: brute force, number theory

[AvinashKartik's solution](#)

551.

1277A

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Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: implementation

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552.

1265A

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553.

69A

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Quality: 202,405 global accepts · Rating: 1000 · first AC: 2019-12-02 · PyPy 3 (first AC) · Tags: implementation, math

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554.

1155A

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Quality: 25,982 global accepts · Rating: 1000 · first AC: 2019-12-02 · PyPy 3 (first AC) · Tags: implementation, sortings, strings

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555.

1051B

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556.

822B

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Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

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557.

1260A

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Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · PyPy 3 (first AC) · Tags: math

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558.

1165B

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Quality: 24,290 global accepts · Rating: 1000 · first AC: 2019-11-25 · PyPy 3 (first AC) · Tags: data structures, greedy, sortings

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559.

1253A

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[AvinashKartik's solution](#)

560.

1140A

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[AvinashKartik's solution](#)

561.

1257B

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Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

562.

58A

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Quality: 156,015 global accepts · Rating: 1000 · first AC: 2019-11-07 · PyPy 3 (first AC) · Tags: greedy, strings

[AvinashKartik's solution](#)

563.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2019-11-07 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

564.

1243B1

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Quality: 15,360 global accepts · Rating: 1000 · first AC: 2019-11-07 · PyPy 3 (first AC) · Tags: strings

[AvinashKartik's solution](#)

565.

1256A

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

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

566.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

567.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,295 global accepts · Rating: 1000 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

568.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

569.

1153A

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Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

570.

1247B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

571.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · PyPy 3 (first AC) · Tags: brute force, strings, two pointers

[AvinashKartik's solution](#)

572.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: dsu, math

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573.

1199B

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Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: geometry, math

[AvinashKartik's solution](#)

574.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

575.

1248A

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Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-10-20 · PyPy 3 (first AC) · Tags: geometry, math

[AvinashKartik's solution](#)

576.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

577.

1244B

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Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · PyPy 3 (first AC) · Tags: brute force, implementation

[AvinashKartik's solution](#)

578.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,470 global accepts · Rating: 1000 · first AC: 2019-10-12 · PyPy 3 (first AC) · Tags: implementation, strings

[AvinashKartik's solution](#)

579.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2019-10-10 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

580.

1241B

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

Rating: 1000 · first AC: 2019-10-06 · PyPy 3 (first AC) · Tags: brute force, strings

[AvinashKartik's solution](#)

581.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

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582.

1151A

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Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-10-02 · PyPy 3 (first AC) · Tags: brute force, strings

[AvinashKartik's solution](#)

583.

1234B1

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Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-01 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

584.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-09-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[AvinashKartik's solution](#)

585.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-09-25 · PyPy 3 (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

586.

1230B

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Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-23 · PyPy 3 (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

587.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · PyPy 3 (first AC) · Tags: brute force, greedy, math

[AvinashKartik's solution](#)

588.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,395 global accepts · Rating: 1000 · first AC: 2019-08-15 · last AC: 2019-09-19 · PyPy 3 (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

589.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · PyPy 3 (first AC) · Tags: greedy, implementation, math

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590.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-09-07 · PyPy 3 (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

591.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

592.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-31 · Python 3 (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

593.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

594.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[AvinashKartik's solution](#)

595.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

596.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

597.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AvinashKartik's solution](#)

598.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1100 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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599.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings

[AvinashKartik's solution](#)

600.

1722D

[Line](#) · [Tutorial](#)

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601.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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602.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

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603.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[AvinashKartik's solution](#)

604.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

605.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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606.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AvinashKartik's solution](#)

607.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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608.

1624C

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609.

1616B

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Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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610.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

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611.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[AvinashKartik's solution](#)

612.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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613.

242B

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Quality: 17,359 global accepts · Rating: 1100 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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614.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

615.

1574B

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Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

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616.

1579B

[Shifting Sort](#) · [Tutorial](#)

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617.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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618.

1594B

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Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

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619.

1610B

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Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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620.

1606B

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621.

1604B

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622.

1602B

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623.

1593D1

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624.

1566D1

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625.

1490C

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1534B

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628.

1523B

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629.

1529B

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630.

1471B

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631.

1509B

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1511C

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633.

1511B

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634.

1492B

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635.

1506B

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636.

1496B

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637.

1478B

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1481B

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1463A

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1457B

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1435B

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646.

1428C

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1426C

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648.

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1409B

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1401B

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651.

545B

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1395B

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655.

1066A

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160B

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1375A

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1015C

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1370B

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661.

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675.

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618B

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677.

1333B

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678.

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680.

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1324C

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1304B

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1288B

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1288A

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799A

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688.

1173B

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689.

1263A

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690.

1038B

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1165A

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692.

1262A

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693.

1157A

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694.

1255B

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190A

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478A

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697.

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698.

1166B

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25B

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703.

1105B

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1105A

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705.

1221B

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706.

1213B

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707.

1214B

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708.

1202A

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709.

1763B

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710.

1730C

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711.

1703E

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712.

1692E

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713.

1674D

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714.

1650C

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715.

1642C

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716.

1635C

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717.

1637C

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Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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718.

1619C

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719.

466A

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720.

1608B

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721.

1613C

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722.

1581B

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723.

1592B

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Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
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724.

1594C

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725.

1598C

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726.

1586B

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727.

1582C

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728.

1559C

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729.

776B

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Quality: 25,733 global accepts · Rating: 1200 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

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730.

1541B

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731.

1539C

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732.

1537C

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733.

1536B

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734.

1527B1

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735.

1520D

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736.

1517B

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[AvinashKartik's solution](#)

737.

1514B

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738.

1512D

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Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

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739.

1512C

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Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

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740.

1485B

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741.

1504B

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742.

1510K

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Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

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743.

1497B

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744.

1497C1

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745.

1495A

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746.

1491B

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747.

1490D

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748.

1472D

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Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
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749.

1455B

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Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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750.

1454C

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Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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751.

1437B

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752.

1433D

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Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
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753.

1428B

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Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
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754.

1420B

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755.

1419B

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756.

1406B

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757.

1409C

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758.

1392C

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759.

1399C

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760.

958C1

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761.

1384A

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762.

632A

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763.

1385C

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764.

612B

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765.

1043B

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766.

1029B

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767.

1375B

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768.

1015B

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769.

1154B

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770.

1006C

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771.

1006B

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772.

1371B

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773.

999C

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774.

1369B

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775.

1102C

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776.

1118B

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777.

1364A

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778.

977C

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779.

1023A

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780.

1023C

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781.

1133B

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782.

1133C

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783.

1362B

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784.

353A

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785.

222A

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786.

682B

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787.

1363A

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788.

1305B

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789.

88A

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790.

208D

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791.

1354B

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792.

1355B

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793.

1355A

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794.

1352B

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795.

1352C

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796.

459A

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797.

474B

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Quality: 62,564 global accepts · Rating: 1200 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: binary search, implementation

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798.

959B

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799.

982A

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800.

431B

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801.

327B

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802.

327A

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803.

1343C

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Quality: 44,081 global accepts · Rating: 1200 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: dp, greedy, two pointers

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804.

1104B

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Quality: 16,848 global accepts · Rating: 1200 · first AC: 2020-04-14 · PyPy 3 (first AC) · Tags: data structures, implementation, math

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805.

1339B

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806.

1334A

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Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: implementation, math

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807.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: greedy, implementation

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808.

1327B

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809.

895A

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Quality: 6,910 global accepts · Rating: 1200 · first AC: 2020-03-18 · PyPy 3 (first AC) · Tags: brute force, implementation

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810.

1311B

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811.

1315C

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812.

1294B

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813.

1270B

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[AvinashKartik's solution](#)

814.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,048 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
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815.

1272C

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Quality: 30,742 global accepts · Rating: 1200 · first AC: 2019-12-12 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation
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816.

1272B

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[AvinashKartik's solution](#)

817.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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818.

1155B

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Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-12-02 · PyPy 3 (first AC) · Tags: games, greedy, implementation
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819.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-12-01 · PyPy 3 (first AC) · Tags: greedy, implementation, strings
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820.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: greedy
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821.

1262B

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Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[AvinashKartik's solution](#)

822.

1196B

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Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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823.

960A

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Quality: 8,787 global accepts · Rating: 1200 · first AC: 2019-11-18 · PyPy 3 (first AC) · Tags: implementation
[AvinashKartik's solution](#)

824.

1140B

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Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-11-15 · PyPy 3 (first AC) · Tags: implementation, strings

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825.

1140D

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Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-11-15 · last AC: 2019-11-15 · PyPy 3 (first AC) · Tags: dp, greedy, math

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826.

1257C

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Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-13 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

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827.

920B

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828.

489B

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829.

489A

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830.

1245B

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831.

1153B

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832.

1011B

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833.

1191B

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834.

4B

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835.

1131C

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836.

1150C

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837.

304A

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838.

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839.

1143B

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840.

1221C

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841.

1185C1

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842.

1213C

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843.

1214C

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844.

1207B

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845.

1206C

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846.

1203B

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847.

1200B

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848.

1766C

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849.

1733C

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850.

1660C

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851.

1675D

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852.

1717C

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853.

1676G

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854.

1676F

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855.

1703F

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856.

1692F

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857.

1650D

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858.

1638C

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859.

1627B

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860.

1615B

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861.

1617C

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862.

1618D

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863.

1591C

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1574C

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865.

1594E1

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866.

1612C

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867.

1604C

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868.

1607D

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869.

1602C

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870.

1553B

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871.

1556B

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872.

1560D

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873.

1547D

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874.

1534C

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875.

1538C

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876.

1521B

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877.

1466C

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878.

1498B

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879.

1493B

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880.

1476B

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881.

1470A

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882.

1459B

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883.

1447C

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884.

1454D

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885.

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886.

185A

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887.

1433E

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888.

1182B

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889.

1194C

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890.

1194B

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891.

1424G

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892.

1422B

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893.

1420C1

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894.

1418B

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895.

1407B

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896.

1401C

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897.

429A

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898.

545D

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899.

665C

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900.

1382C1

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901.

1101B

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902.

612A

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903.

1372B

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904.

1029A

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905.

1371C

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906.

1005C

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907.

1003C

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908.

1003B

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909.

1059B

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910.

1279B

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911.

1373C

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912.

1108C

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Quality: 12,672 global accepts · Rating: 1300 · first AC: 2020-06-19 · PyPy 3 (first AC) · Tags: brute force, greedy, math

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913.

1367C

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Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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914.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2020-06-14 · PyPy 3 (first AC) · Tags: —

[AvinashKartik's solution](#)

915.

1364B

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916.

1366B

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Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

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917.

519C

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918.

1365B

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[AvinashKartik's solution](#)

919.

450B

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Quality: 28,829 global accepts · Rating: 1300 · first AC: 2020-06-05 · PyPy 3 (first AC) · Tags: implementation, math

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920.

222B

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921.

451B

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Quality: 52,884 global accepts · Rating: 1300 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

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922.

437A

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923.

1360E

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924.

1360D

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Quality: 43,018 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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925.

1008C

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Rating: 1300 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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926.

570B

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Quality: 16,879 global accepts · Rating: 1300 · first AC: 2020-05-12 · PyPy 3 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[AvinashKartik's solution](#)

927.

1352D

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Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: implementation

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928.

459B

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929.

982B

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Quality: 8,949 global accepts · Rating: 1300 · first AC: 2020-05-01 · Python 3 (first AC) · Tags: data structures, greedy, implementation

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930.

486B

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Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-04-28 · Python 3 (first AC) · Tags: greedy, hashing, implementation

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931.

1341B

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932.

900B

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933.

1176C

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934.

1335D

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Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

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935.

919C

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Quality: 9,430 global accepts · Rating: 1300 · first AC: 2020-04-09 · PyPy 3 (first AC) · Tags: brute force, implementation

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936.

628C

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937.

628B

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Quality: 12,060 global accepts · Rating: 1300 · first AC: 2020-04-06 · PyPy 3 (first AC) · Tags: dp

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938.

579B

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939.

932B

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940.

1328B

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Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

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941.

1326C

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Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math
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942.

1323C

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Rating: 1300 · first AC: 2020-03-18 · PyPy 3 (first AC) · Tags: constructive algorithms
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943.

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-25 · PyPy 3 (first AC) · Tags: brute force
[AvinashKartik's solution](#)

944.

1315B

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Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: binary search, dp, greedy, strings
[AvinashKartik's solution](#)

945.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · PyPy 3 (first AC) · Tags: geometry, greedy, math
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946.

1291B

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Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · PyPy 3 (first AC) · Tags: greedy, implementation
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947.

1294C

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Quality: 46,285 global accepts · Rating: 1300 · first AC: 2020-01-25 · PyPy 3 (first AC) · Tags: greedy, math, number theory
[AvinashKartik's solution](#)

948.

1285B

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Quality: 30,841 global accepts · Rating: 1300 · first AC: 2020-01-14 · PyPy 3 (first AC) · Tags: dp, greedy, implementation
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949.

1271C

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Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
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950.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: greedy, math
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951.

897B

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Quality: 7,550 global accepts · Rating: 1300 · first AC: 2019-12-09 · PyPy 3 (first AC) · Tags: brute force
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952.

1265B

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Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · PyPy 3 (first AC) · Tags: data structures, implementation, math, two pointers

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953.

1155C

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Quality: 9,772 global accepts · Rating: 1300 · first AC: 2019-12-02 · PyPy 3 (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

954.

1038C

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Quality: 9,814 global accepts · Rating: 1300 · first AC: 2019-11-28 · PyPy 3 (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

955.

1260B

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Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · PyPy 3 (first AC) · Tags: binary search, math

[AvinashKartik's solution](#)

956.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-11-25 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

957.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: greedy, sortings, two pointers

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958.

1157B

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Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-11-23 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

959.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,457 global accepts · Rating: 1300 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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960.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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961.

41C

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Quality: 4,195 global accepts · Rating: 1300 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: expression parsing, implementation

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962.

318B

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Quality: 8,302 global accepts · Rating: 1300 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: implementation, strings, two pointers

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963.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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964.

1159B

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Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

965.

1247B2

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Rating: 1300 · first AC: 2019-10-26 · PyPy 3 (first AC) · Tags: implementation, two pointers

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966.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-10-25 · PyPy 3 (first AC) · Tags: combinatorics, greedy, math

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967.

1178B

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Quality: 21,685 global accepts · Rating: 1300 · first AC: 2019-10-25 · PyPy 3 (first AC) · Tags: dp, strings

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968.

600B

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[AvinashKartik's solution](#)

969.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[AvinashKartik's solution](#)

970.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

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971.

4C

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Quality: 108,186 global accepts · Rating: 1300 · first AC: 2019-10-21 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation

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972.

598B

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

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2019-10-21 · PyPy 3 (first AC) · Tags: implementation, strings

[AvinashKartik's solution](#)

973.

1237B

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Quality: 22,783 global accepts · Rating: 1300 · first AC: 2019-10-18 · PyPy 3 (first AC) · Tags: data structures, sortings, two pointers

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974.

1236C

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Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

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975.

1152B

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Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-10-12 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

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976.

515B

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Quality: 7,763 global accepts · Rating: 1300 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

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977.

1238B

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Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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978.

1187B

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Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-10-07 · PyPy 3 (first AC) · Tags: binary search, implementation, strings

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979.

304C

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Rating: 1300 · first AC: 2019-10-03 · PyPy 3 (first AC) · Tags: constructive algorithms

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980.

707B

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Quality: 13,603 global accepts · Rating: 1300 · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs

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981.

1234B2

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982.

1119B

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Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-10-01 · PyPy 3 (first AC) · Tags: binary search, flows, greedy, sortings

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983.

25A

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984.

1004B

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Quality: 9,935 global accepts · Rating: 1300 · first AC: 2019-09-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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985.

1174C

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986.

1216D

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Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-21 · PyPy 3 (first AC) · Tags: math

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987.

1220C

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988.

1220B

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989.

1209B

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990.

1217A

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991.

1203C

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992.

2131E

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993.

1759D

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994.

1728C

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995.

1733D1

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996.

1676H1

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Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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997.

1719C

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998.

1714E

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999.

1721C

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Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
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1000.

1692G

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Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
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1001.

714C

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

Rating: 1400 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[AvinashKartik's solution](#)

1002.

1644C

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Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[AvinashKartik's solution](#)

1003.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[AvinashKartik's solution](#)

1004.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers
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1005.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
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1006.

1624D

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Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[AvinashKartik's solution](#)

1007.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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1008.

1609C

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Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

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1009.

219B

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Quality: 6,150 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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1010.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

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1011.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

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1012.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[AvinashKartik's solution](#)

1013.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[AvinashKartik's solution](#)

1014.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[AvinashKartik's solution](#)

1015.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[AvinashKartik's solution](#)

1016.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[AvinashKartik's solution](#)

1017.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

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1018.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[AvinashKartik's solution](#)

1019.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[AvinashKartik's solution](#)

1020.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-11 · last AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[AvinashKartik's solution](#)

1021.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[AvinashKartik's solution](#)

1022.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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1023.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[AvinashKartik's solution](#)

1024.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[AvinashKartik's solution](#)

1025.

1506D

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

Quality: 25,542 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AvinashKartik's solution](#)

1026.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[AvinashKartik's solution](#)

1027.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[AvinashKartik's solution](#)

1028.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[AvinashKartik's solution](#)

1029.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AvinashKartik's solution](#)

1030.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AvinashKartik's solution](#)

1031.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[AvinashKartik's solution](#)

1032.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1033.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[AvinashKartik's solution](#)

1034.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[AvinashKartik's solution](#)

1035.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[AvinashKartik's solution](#)

1036.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
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1037.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[AvinashKartik's solution](#)

1038.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[AvinashKartik's solution](#)

1039.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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1040.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[AvinashKartik's solution](#)

1041.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AvinashKartik's solution](#)

1042.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math
[AvinashKartik's solution](#)

1043.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AvinashKartik's solution](#)

1044.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2020-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[AvinashKartik's solution](#)

1045.

632B

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

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[AvinashKartik's solution](#)

1046.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[AvinashKartik's solution](#)

1047.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[AvinashKartik's solution](#)

1048.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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1049.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1050.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AvinashKartik's solution](#)

1051.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

1052.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AvinashKartik's solution](#)

1053.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[AvinashKartik's solution](#)

1054.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-07-02 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1055.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AvinashKartik's solution](#)

1056.

1183D

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

Quality: 20,429 global accepts · Rating: 1400 · first AC: 2019-11-24 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

1057.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
[AvinashKartik's solution](#)

1058.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-06-27 · PyPy 3 (first AC) · Tags: implementation, sortings
[AvinashKartik's solution](#)

1059.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-06-26 · PyPy 3 (first AC) · Tags: data structures, implementation
[AvinashKartik's solution](#)

1060.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2020-06-24 · PyPy 3 (first AC) · Tags: greedy, implementation, sortings
[AvinashKartik's solution](#)

1061.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[AvinashKartik's solution](#)

1062.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · PyPy 3 (first AC) · Tags: games, math, number theory
[AvinashKartik's solution](#)

1063.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[AvinashKartik's solution](#)

1064.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2020-06-19 · PyPy 3 (first AC) · Tags: greedy, sortings
[AvinashKartik's solution](#)

1065.

1088C

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

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[AvinashKartik's solution](#)

1066.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings
[AvinashKartik's solution](#)

1067.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[AvinashKartik's solution](#)

1068.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AvinashKartik's solution](#)

1069.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2020-06-06 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[AvinashKartik's solution](#)

1070.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,711 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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1071.

703B

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Quality: 6,059 global accepts · Rating: 1400 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1072.

675B

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Quality: 7,734 global accepts · Rating: 1400 · first AC: 2020-06-04 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, math

[AvinashKartik's solution](#)

1073.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,588 global accepts · Rating: 1400 · first AC: 2020-06-02 · last AC: 2020-06-02 · PyPy 3 (first AC) · Tags: implementation, math

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1074.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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1075.

505B

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

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

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1076.

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[AvinashKartik's solution](#)

1077.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, sortings

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1078.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[AvinashKartik's solution](#)

1079.

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search

[AvinashKartik's solution](#)

1080.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[AvinashKartik's solution](#)

1081.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[AvinashKartik's solution](#)

1082.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-09 · PyPy 3 (first AC) · Tags: data structures, implementation

[AvinashKartik's solution](#)

1083.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AvinashKartik's solution](#)

1084.

415D

[Mashmokh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory

[AvinashKartik's solution](#)

1085.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-04-17 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

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1086.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-14 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1087.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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1088.

1321B

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Rating: 1400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

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1089.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

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1090.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

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1091.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-10 · PyPy 3 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

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1092.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · PyPy 3 (first AC) · Tags: math

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1093.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

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1094.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1095.

1285C

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Quality: 28,144 global accepts · Rating: 1400 · first AC: 2020-01-14 · PyPy 3 (first AC) · Tags: brute force, math, number theory

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1096.

1270C

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Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-01 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[AvinashKartik's solution](#)

1097.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

[AvinashKartik's solution](#)

1098.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-18 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AvinashKartik's solution](#)

1099.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: dp, greedy

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1100.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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1101.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

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1102.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: greedy, implementation

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1103.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: brute force, greedy

[AvinashKartik's solution](#)

1104.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

1105.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2019-11-07 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[AvinashKartik's solution](#)

1106.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2019-11-06 · PyPy 3 (first AC) · Tags: brute force, geometry, implementation

[AvinashKartik's solution](#)

1107.

489C

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

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2019-11-06 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[AvinashKartik's solution](#)

1108.

279B

[Books](#) · [Tutorial](#)

Quality: 72,458 global accepts · Rating: 1400 · first AC: 2019-11-05 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation, two pointers

[AvinashKartik's solution](#)

1109.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1110.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · Python 3 (first AC) · Tags: dp

[AvinashKartik's solution](#)

1111.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[AvinashKartik's solution](#)

1112.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,074 global accepts · Rating: 1400 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

1113.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AvinashKartik's solution](#)

1114.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,470 global accepts · Rating: 1400 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[AvinashKartik's solution](#)

1115.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: geometry

[AvinashKartik's solution](#)

1116.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · PyPy 3 (first AC) · Tags: greedy, strings

[AvinashKartik's solution](#)

1117.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

1118.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: dp, implementation, two pointers

[AvinashKartik's solution](#)

1119.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2019-10-10 · PyPy 3 (first AC) · Tags: greedy, math, sortings

[AvinashKartik's solution](#)

1120.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-10-07 · PyPy 3 (first AC) · Tags: data structures, dp, implementation, math

[AvinashKartik's solution](#)

1121.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1122.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-09-25 · PyPy 3 (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

1123.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[AvinashKartik's solution](#)

1124.

1215B

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

Quality: 18,353 global accepts · Rating: 1400 · first AC: 2019-09-15 · PyPy 3 (first AC) · Tags: combinatorics, dp, implementation

[AvinashKartik's solution](#)

1125.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2019-09-06 · PyPy 3 (first AC) · Tags: dp

[AvinashKartik's solution](#)

1126.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · last AC: 2019-09-05 · PyPy 3 (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

1127.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2019-08-05 · PyPy 3 (first AC) · Tags: binary search, greedy, math, sortings

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1128.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-25 · Python 3 (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

1129.

1915F

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1130.

1765N

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1131.

1765K

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1132.

1759E

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1133.

1738C

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1134.

1675E

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1690E

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1136.

1676H2

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1137.

1722G

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1138.

1631C

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1139.

1621B

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1140.

1616C

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1141.

1552B

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1142.

425A

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1143.

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1144.

1579C

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1145.

1614C

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1146.

1611D

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1147.

229A

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1148.

1562C

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1551C

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1150.

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1487D

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1538F

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1155.

1536C

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1156.

599B

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1157.

1526C1

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1158.

1515D

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1159.

1516B

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1160.

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1161.

1163B1

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1162.

1492C

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greedy, two pointers

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1499C

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1462E1

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1171.

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1173.

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1174.

1106B

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1436C

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1417C

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1177.

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1178.

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1179.

580B

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1181.

1426D

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1182.

1419D2

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1183.

1419C

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1184.

264B

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1185.

1418C

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1186.

255C

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340D

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1404A

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1190.

1397B

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1191.

166E

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1192.

1400C

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1193.

545C

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1194.

288B

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1195.

1391C

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1196.

1399D

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1197.

958F1

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1198.

1389C

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1199.

1110C

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1101E

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1201.

1101C

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1202.

1379A

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1203.

1379B

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1204.

1385D

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1205.

1043C

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1206.

1372C

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1207.

1066B

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1203E

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1209.

1005D

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1210.

1102D

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1211.

1368B

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1212.

1368C

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1213.

384B

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1214.

1366C

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1215.

977E

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1216.

1133D

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1217.

1141C

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1141D

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88C

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437B

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978D

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1222.

978F

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1223.

1352E

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1224.

1352F

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1225.

357C

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

Rating: 1500 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AvinashKartik's solution](#)

1226.

148B

[Escape](#) · [Tutorial](#)

Quality: 6,016 global accepts · Rating: 1500 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1227.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: constructive algorithms, trees

[AvinashKartik's solution](#)

1228.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1500 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[AvinashKartik's solution](#)

1229.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AvinashKartik's solution](#)

1230.

1341C

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

Rating: 1500 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

1231.

415B

[Mashmikh and Tokens](#) · [Tutorial](#)

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation, math

[AvinashKartik's solution](#)

1232.

415C

[Mashmikh and Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[AvinashKartik's solution](#)

1233.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy

[AvinashKartik's solution](#)

1234.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[AvinashKartik's solution](#)

1235.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,864 global accepts · Rating: 1500 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[AvinashKartik's solution](#)

1236.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[AvinashKartik's solution](#)

1237.

1323B

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

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-18 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[AvinashKartik's solution](#)

1238.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AvinashKartik's solution](#)

1239.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · PyPy 3 (first AC) · Tags: brute force, data structures, dp, greedy

[AvinashKartik's solution](#)

1240.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[AvinashKartik's solution](#)

1241.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · PyPy 3 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[AvinashKartik's solution](#)

1242.

1301B

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

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · PyPy 3 (first AC) · Tags: binary search, greedy, ternary search

[AvinashKartik's solution](#)

1243.

1300C

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

Rating: 1500 · first AC: 2020-02-10 · PyPy 3 (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

1244.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: greedy, sortings

[AvinashKartik's solution](#)

1245.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: data structures, implementation

[AvinashKartik's solution](#)

1246.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AvinashKartik's solution](#)

1247.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-01-02 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, math

[AvinashKartik's solution](#)

1248.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-12-26 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1249.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[AvinashKartik's solution](#)

1250.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

1251.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-12 · PyPy 3 (first AC) · Tags: brute force, dp

[AvinashKartik's solution](#)

1252.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · PyPy 3 (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

1253.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-12-01 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, math

[AvinashKartik's solution](#)

1254.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: binary search, greedy, math

[AvinashKartik's solution](#)

1255.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AvinashKartik's solution](#)

1256.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[AvinashKartik's solution](#)

1257.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-25 · PyPy 3 (first AC) · Tags: graphs, implementation

[AvinashKartik's solution](#)

1258.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1259.

1196D1

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

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

1260.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-11-21 · PyPy 3 (first AC) · Tags: implementation

[AvinashKartik's solution](#)

1261.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-11-21 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation, two pointers

[AvinashKartik's solution](#)

1262.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AvinashKartik's solution](#)

1263.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[AvinashKartik's solution](#)

1264.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AvinashKartik's solution](#)

1265.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AvinashKartik's solution](#)

1266.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1267.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-11-03 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[AvinashKartik's solution](#)

1268.

1166C

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

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-10-31 · PyPy 3 (first AC) · Tags: binary search, sortings, two pointers
[AvinashKartik's solution](#)

1269.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: greedy, implementation, strings
[AvinashKartik's solution](#)

1270.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-10-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy
[AvinashKartik's solution](#)

1271.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: greedy, implementation, math
[AvinashKartik's solution](#)

1272.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-10-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[AvinashKartik's solution](#)

1273.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[AvinashKartik's solution](#)

1274.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · PyPy 3 (first AC) · Tags: combinatorics, math
[AvinashKartik's solution](#)

1275.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-10-11 · PyPy 3 (first AC) · Tags: data structures, implementation
[AvinashKartik's solution](#)

1276.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-10-11 · PyPy 3 (first AC) · Tags: greedy, implementation
[AvinashKartik's solution](#)

1277.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-10-10 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math
[AvinashKartik's solution](#)

1278.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-10-04 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AvinashKartik's solution](#)

1279.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2019-10-03 · PyPy 3 (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

1280.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-10-01 · PyPy 3 (first AC) · Tags: dp, implementation

[AvinashKartik's solution](#)

1281.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-09-17 · PyPy 3 (first AC) · Tags: brute force, implementation

[AvinashKartik's solution](#)

1282.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-16 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[AvinashKartik's solution](#)

1283.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[AvinashKartik's solution](#)

1284.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · PyPy 3 (first AC) · Tags: dp, greedy

[AvinashKartik's solution](#)

1285.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-05 · PyPy 3 (first AC) · Tags: greedy, math

[AvinashKartik's solution](#)

1286.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

1287.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

1288.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[AvinashKartik's solution](#)

1289.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[AvinashKartik's solution](#)

1290.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[AvinashKartik's solution](#)

1291.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[AvinashKartik's solution](#)

1292.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AvinashKartik's solution](#)

1293.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[AvinashKartik's solution](#)

1294.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[AvinashKartik's solution](#)

1295.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[AvinashKartik's solution](#)

1296.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[AvinashKartik's solution](#)

1297.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AvinashKartik's solution](#)

1298.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[AvinashKartik's solution](#)

1299.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AvinashKartik's solution](#)

1300.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[AvinashKartik's solution](#)

1301.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[AvinashKartik's solution](#)

1302.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AvinashKartik's solution](#)

1303.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[AvinashKartik's solution](#)

1304.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[AvinashKartik's solution](#)

1305.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AvinashKartik's solution](#)

1306.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

1307.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AvinashKartik's solution](#)

1308.

1604D

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

Rating: 1600 · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

1309.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

1310.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[AvinashKartik's solution](#)

1311.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[AvinashKartik's solution](#)

1312.

1337C

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

Rating: 1600 · first AC: 2020-04-16 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AvinashKartik's solution](#)

1313.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[AvinashKartik's solution](#)

1314.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[AvinashKartik's solution](#)

1315.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[AvinashKartik's solution](#)

1316.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[AvinashKartik's solution](#)

1317.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[AvinashKartik's solution](#)

1318.

1526C2

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

Quality: 29,752 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[AvinashKartik's solution](#)

1319.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[AvinashKartik's solution](#)

1320.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math
[AvinashKartik's solution](#)

1321.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[AvinashKartik's solution](#)

1322.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[AvinashKartik's solution](#)

1323.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[AvinashKartik's solution](#)

1324.

1511D

[Min Cost String](#) · [Tutorial](#)

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1325.

1513C

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1326.

1512E

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1327.

1163B2

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1328.

1503A

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1329.

1486C1

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1330.

1484C

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Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, greedy, implementation
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1331.

1498C

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1332.

1483A

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Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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1333.

1497C2

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1334.

1476C

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1335.

1481C

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1336.

1475E

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1337.

1458A

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1338.

1461D

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1339.

1452D

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1340.

1455D

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1341.

1437D

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1342.

1424J

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1343.

343B

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1344.

343A

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1345.

1407C

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1346.

1397C

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1347.

429B

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1348.

235A

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1349.

1398C

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1350.

1395C

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1351.

958E1

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1352.

1389B

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1353.

954D

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1354.

888D

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1355.

1029C

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1356.

1203D1

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1357.

1015D

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1358.

1095D

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1359.

1006E

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1360.

1371D

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1361.

1374E1

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1362.

1003D

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1363.

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1364.

1373D

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1365.

384C

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Rating: 1600 · first AC: 2020-06-18 · PyPy 3 (first AC) · Tags: greedy

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1366.

1077D

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1367.

1364C

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1368.

340C

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1369.

305A

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1370.

1138D

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1138C

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1372.

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1373.

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1374.

682C

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1375.

1363C

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1376.

1305C

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1377.

1358C

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1378.

1085C

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1379.

225B

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1380.

1353D

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1381.

1350C

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1382.

570C

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1383.

1352G

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1384.

1345C

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1385.

1348C

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1387.

1342C

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1388.

1334C

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1389.

618C

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1390.

932C

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1321C

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1392.

165C

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1393.

1213D2

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1394.

1327C

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1303C

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1291C

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1397.

1295C

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1398.

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1399.

1284C

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1400.

1288C

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1401.

1282B2

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1402.

1281B

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1403.

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1404.

1109A

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1405.

337C

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1406.

1165E

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1165D

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1408.

1262D1

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1409.

1196D2

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1410.

1255C

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1411.

1140C

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1412.

948C

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1413.

318C

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1414.

1175B

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1416.

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1417.

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600A

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1199D

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1420.

1199C

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1421.

602C

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1422.

1238C

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1189D1

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1241C

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1425.

1151D

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1579E2

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1464A

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484A

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1384C

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622C

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1518.

1203D2

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Quality: 8,119 global accepts · Rating: 1700 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[AvinashKartik's solution](#)

1519.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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1520.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[AvinashKartik's solution](#)

1521.

1006D

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Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AvinashKartik's solution](#)

1522.

1279D

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Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[AvinashKartik's solution](#)

1523.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[AvinashKartik's solution](#)

1524.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings

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1525.

1368D

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Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[AvinashKartik's solution](#)

1526.

1118E

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Quality: 4,456 global accepts · Rating: 1700 · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1527.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1528.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1529.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AvinashKartik's solution](#)

1530.

1118D1

[Coffee and Coursework \(Easy version\) · Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[AvinashKartik's solution](#)

1531.

977F

[Consecutive Subsequence · Tutorial](#)

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AvinashKartik's solution](#)

1532.

1023D

[Array Restoration · Tutorial](#)

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[AvinashKartik's solution](#)

1533.

1365D

[Solve The Maze · Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[AvinashKartik's solution](#)

1534.

1141E

[Superhero Battle · Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: math
[AvinashKartik's solution](#)

1535.

1144F

[Graph Without Long Directed Paths · Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[AvinashKartik's solution](#)

1536.

450C

[Jzzhu and Chocolate · Tutorial](#)

Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[AvinashKartik's solution](#)

1537.

1362D

[Johnny and Contribution · Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
[AvinashKartik's solution](#)

1538.

260C

[Balls and Boxes · Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2020-06-03 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation
[AvinashKartik's solution](#)

1539.

1359C

[Mixing Water · Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[AvinashKartik's solution](#)

1540.

451C

[Predict Outcome of the Game · Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[AvinashKartik's solution](#)

1541.

296D

[Greg and Graph](#) · [Tutorial](#)

Quality: 1700 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[AvinashKartik's solution](#)

1542.

1085D

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

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[AvinashKartik's solution](#)

1543.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[AvinashKartik's solution](#)

1544.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[AvinashKartik's solution](#)

1545.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2020-05-20 · last AC: 2020-05-20 · PyPy 3 (first AC) · Tags: dp, matrices

[AvinashKartik's solution](#)

1546.

339C

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

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[AvinashKartik's solution](#)

1547.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[AvinashKartik's solution](#)

1548.

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[AvinashKartik's solution](#)

1549.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[AvinashKartik's solution](#)

1550.

127D

[Password](#) · [Tutorial](#)

Quality: 1700 · first AC: 2020-04-30 · PyPy 3 (first AC) · Tags: hashing, strings

[AvinashKartik's solution](#)

1551.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[AvinashKartik's solution](#)

1552.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[AvinashKartik's solution](#)

1553.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2020-04-25 · PyPy 3 (first AC) · Tags: combinatorics, math
[AvinashKartik's solution](#)

1554.

1341D

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

Rating: 1700 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[AvinashKartik's solution](#)

1555.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
[AvinashKartik's solution](#)

1556.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2019-10-14 · last AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AvinashKartik's solution](#)

1557.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, two pointers
[AvinashKartik's solution](#)

1558.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings
[AvinashKartik's solution](#)

1559.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[AvinashKartik's solution](#)

1560.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · last AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[AvinashKartik's solution](#)

1561.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[AvinashKartik's solution](#)

1562.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[AvinashKartik's solution](#)

1563.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AvinashKartik's solution](#)

1564.

579C

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

Rating: 1700 · first AC: 2020-04-04 · PyPy 3 (first AC) · Tags: binary search, math

[AvinashKartik's solution](#)

1565.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[AvinashKartik's solution](#)

1566.

1321D

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

Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AvinashKartik's solution](#)

1567.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · last AC: 2020-04-01 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[AvinashKartik's solution](#)

1568.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AvinashKartik's solution](#)

1569.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AvinashKartik's solution](#)

1570.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-10 · PyPy 3 (first AC) · Tags: combinatorics, math

[AvinashKartik's solution](#)

1571.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AvinashKartik's solution](#)

1572.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AvinashKartik's solution](#)

1573.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[AvinashKartik's solution](#)

1574.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[AvinashKartik's solution](#)

1575.

1269C

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

Rating: 1700 · first AC: 2019-12-21 · PyPy 3 (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

1576.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[AvinashKartik's solution](#)

1577.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · Python 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1578.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[AvinashKartik's solution](#)

1579.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[AvinashKartik's solution](#)

1580.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[AvinashKartik's solution](#)

1581.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · PyPy 3 (first AC) · Tags: greedy, math, number theory

[AvinashKartik's solution](#)

1582.

1262C

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1583.

1157C2

[Increasing Subsequence \(hard version\) · Tutorial](#)

Quality: 9,084 global accepts · Rating: 1700 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1584.

1157E

[Minimum Array · Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[AvinashKartik's solution](#)

1585.

1255D

[Feeding Chicken · Tutorial](#)

Rating: 1700 · first AC: 2019-11-20 · PyPy 3 (first AC) · Tags: greedy, implementation

[AvinashKartik's solution](#)

1586.

960C

[Subsequence Counting · Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2019-11-18 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[AvinashKartik's solution](#)

1587.

1253D

[Harmonious Graph · Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[AvinashKartik's solution](#)

1588.

1257D

[Yet Another Monster Killing Problem · Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[AvinashKartik's solution](#)

1589.

1131F

[Asya And Kittens · Tutorial](#)

Quality: 7,753 global accepts · Rating: 1700 · first AC: 2019-11-08 · PyPy 3 (first AC) · Tags: constructive algorithms, dsu

[AvinashKartik's solution](#)

1590.

489D

[Unbearable Controversy of Being · Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[AvinashKartik's solution](#)

1591.

279C

[Ladder · Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

[AvinashKartik's solution](#)

1592.

1256C

[Platforms Jumping · Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1593.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AvinashKartik's solution](#)

1594.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,574 global accepts · Rating: 1700 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[AvinashKartik's solution](#)

1595.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: greedy, strings

[AvinashKartik's solution](#)

1596.

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: dp, shortest paths

[AvinashKartik's solution](#)

1597.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[AvinashKartik's solution](#)

1598.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AvinashKartik's solution](#)

1599.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-20 · PyPy 3 (first AC) · Tags: combinatorics, dp, math

[AvinashKartik's solution](#)

1600.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[AvinashKartik's solution](#)

1601.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2019-09-30 · PyPy 3 (first AC) · Tags: math

[AvinashKartik's solution](#)

1602.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2019-09-24 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[AvinashKartik's solution](#)

1603.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · PyPy 3 (first AC) · Tags: brute force, graphs

[AvinashKartik's solution](#)

1604.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-20 · PyPy 3 (first AC) · Tags: implementation, math, number theory

[AvinashKartik's solution](#)

1605.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-09-19 · PyPy 3 (first AC) · Tags: brute force, data structures, greedy, math

[AvinashKartik's solution](#)

1606.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-09-18 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1607.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-16 · PyPy 3 (first AC) · Tags: games, greedy, math

[AvinashKartik's solution](#)

1608.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AvinashKartik's solution](#)

1609.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[AvinashKartik's solution](#)

1610.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AvinashKartik's solution](#)

1611.

1719D1

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

Rating: 1800 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[AvinashKartik's solution](#)

1612.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[AvinashKartik's solution](#)

1613.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[AvinashKartik's solution](#)

1614.

706D

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

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[AvinashKartik's solution](#)

1615.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AvinashKartik's solution](#)

1616.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[AvinashKartik's solution](#)

1617.

1637D

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1631D

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1552D

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1620.

1552C

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1621.

1619D

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1620C

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1623.

1617D1

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487A

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1625.

242C

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1611F

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1627.

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1629.

1573C

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1630.

1554D

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1631.

1554C

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1632.

1556C

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1556D

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1634.

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1635.

1549D

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1636.

1534D

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1638.

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1639.

1517D

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1640.

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1641.

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1642.

1148D

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1643.

1466E

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1644.

1500A

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1645.

1491D

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1646.

1478D

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1647.

1475D

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1463C

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1649.

1462F

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1650.

1450D

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1651.

1447D

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1652.

1442B

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1653.

1442A

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1654.

185B

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1437C

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1656.

1136D

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1657.

580D

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1658.

687B

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1659.

1426E

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1660.

1420D

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1661.

471D

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1662.

358D

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1663.

280B

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1664.

1409E

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1665.

1397D

[Stoned Game](#) · [Tutorial](#)

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1666.

1401D

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1667.

301A

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1668.

1398D

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1669.

1394A

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1670.

1083A

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1671.

1221D

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1672.

958F2

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1673.

1388C

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1674.

665D

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1675.

652C

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1676.

652D

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1382D

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1678.

612D

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1679.

888E

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1680.

799C

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1681.

1066D

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1682.

1154E

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1683.

1005E1

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1684.

988D

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1685.

1108E1

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1686.

1367D

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1687.

1118F1

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1688.

1267J

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1689.

1267L

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1690.

1077E

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1691.

519D

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1692.

727D

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1693.

1138B

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Quality: 4,201 global accepts · Rating: 1800 · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: brute force, greedy, math, strings

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1694.

1133E

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1695.

263D

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1696.

222C

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sortings

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1697.

1355C

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Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · PyPy 3 (first AC) · Tags: binary search, implementation, math, two pointers

[AvinashKartik's solution](#)

1698.

1255E1

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Rating: 1800 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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1699.

459D

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Quality: 12,811 global accepts · Rating: 1800 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

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1700.

148D

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Quality: 8,909 global accepts · Rating: 1800 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: dp, games, math, probabilities

[AvinashKartik's solution](#)

1701.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-04 · last AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

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1702.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2020-04-21 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[AvinashKartik's solution](#)

1703.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[AvinashKartik's solution](#)

1704.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · last AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

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1705.

1339D

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

Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[AvinashKartik's solution](#)

1706.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy,

implementation

[AvinashKartik's solution](#)

1707.

1330C

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Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AvinashKartik's solution](#)

1708.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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1709.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-27 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[AvinashKartik's solution](#)

1710.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[AvinashKartik's solution](#)

1711.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[AvinashKartik's solution](#)

1712.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[AvinashKartik's solution](#)

1713.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-02-18 · PyPy 3 (first AC) · Tags: math, number theory

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1714.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · PyPy 3 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

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1715.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · PyPy 3 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[AvinashKartik's solution](#)

1716.

1291D

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

Rating: 1800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[AvinashKartik's solution](#)

1717.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-17 · PyPy 3 (first AC) · Tags: dp, greedy, sortings

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1718.

1283E

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Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-14 · PyPy 3 (first AC) · Tags: dp, greedy

[AvinashKartik's solution](#)

1719.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

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1720.

1282C

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Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · PyPy 3 (first AC) · Tags: greedy, sortings, two pointers

[AvinashKartik's solution](#)

1721.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · last AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AvinashKartik's solution](#)

1722.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-12 · PyPy 3 (first AC) · Tags: binary search, greedy, implementation

[AvinashKartik's solution](#)

1723.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AvinashKartik's solution](#)

1724.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AvinashKartik's solution](#)

1725.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: number theory

[AvinashKartik's solution](#)

1726.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-30 · PyPy 3 (first AC) · Tags: binary search, interactive

[AvinashKartik's solution](#)

1727.

822D

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Quality: 3,283 global accepts · Rating: 1800 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[AvinashKartik's solution](#)

1728.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-11-28 · PyPy 3 (first AC) · Tags: dp, greedy, implementation

[AvinashKartik's solution](#)

1729.

1262D2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[AvinashKartik's solution](#)

1730.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AvinashKartik's solution](#)

1731.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2019-11-07 · PyPy 3 (first AC) · Tags: geometry

[AvinashKartik's solution](#)

1732.

478C

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

Quality: 20,596 global accepts · Rating: 1800 · first AC: 2019-11-01 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1733.

1156B

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Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[AvinashKartik's solution](#)

1734.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AvinashKartik's solution](#)

1735.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2019-10-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[AvinashKartik's solution](#)

1736.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · last AC: 2019-10-23 · PyPy 3 (first AC) · Tags: greedy

[AvinashKartik's solution](#)

1737.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[AvinashKartik's solution](#)

1738.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-22 · PyPy 3 (first AC) · Tags: games, greedy

[AvinashKartik's solution](#)

1739.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[AvinashKartik's solution](#)

1740.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-10-12 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[AvinashKartik's solution](#)

1741.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AvinashKartik's solution](#)

1742.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-10-10 · PyPy 3 (first AC) · Tags: implementation, math

[AvinashKartik's solution](#)

1743.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-10-09 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation

[AvinashKartik's solution](#)

1744.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[AvinashKartik's solution](#)

1745.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-10-02 · PyPy 3 (first AC) · Tags: constructive algorithms, math

[AvinashKartik's solution](#)

1746.

1113D

[Sasha and One More Name](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-16 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, strings

[AvinashKartik's solution](#)

1747.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[AvinashKartik's solution](#)

1748.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[AvinashKartik's solution](#)

1749.

1702G1

[Passable Paths \(easy version\) · Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[AvinashKartik's solution](#)

1750.

1717D

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Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[AvinashKartik's solution](#)

1751.

1719D2

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

Rating: 1900 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, math

[AvinashKartik's solution](#)

1752.

1715D

[2+ doors · Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

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1753.

1661D

[Progressions Covering · Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AvinashKartik's solution](#)

1754.

1153D

[Serval and Rooted Tree · Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2020-05-04 · last AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[AvinashKartik's solution](#)

1755.

1650E

[Rescheduling the Exam · Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[AvinashKartik's solution](#)

1756.

1644E

[Expand the Path · Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[AvinashKartik's solution](#)

1757.

540D

[Bad Luck Island · Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[AvinashKartik's solution](#)

1758.

1627D

[Not Adding · Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[AvinashKartik's solution](#)

1759.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[AvinashKartik's solution](#)

1760.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[AvinashKartik's solution](#)

1761.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[AvinashKartik's solution](#)

1762.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[AvinashKartik's solution](#)

1763.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[AvinashKartik's solution](#)

1764.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[AvinashKartik's solution](#)

1765.

1613D

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Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AvinashKartik's solution](#)

1766.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

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1767.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

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1768.

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[AvinashKartik's solution](#)

1769.

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[AvinashKartik's solution](#)

1770.

1561D2

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Rating: 1900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[AvinashKartik's solution](#)

1771.

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy
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1772.

1546D

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[AvinashKartik's solution](#)

1773.

1547F

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1774.

599D

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Quality: 2,729 global accepts · Rating: 1900 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
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1775.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
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1776.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[AvinashKartik's solution](#)

1777.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
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1778.

1163C2

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Quality: 3,955 global accepts · Rating: 1900 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math
[AvinashKartik's solution](#)

1779.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry
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1780.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
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1781.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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1782.

1484D

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1783.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
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1784.

1494C

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Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
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1785.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math
[AvinashKartik's solution](#)

1786.

1480D1

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Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
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1787.

1470B

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Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
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1788.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings
[AvinashKartik's solution](#)

1789.

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

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1790.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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1791.

1463D

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Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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1792.

1206D

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Rating: 1900 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs

[AvinashKartik's solution](#)

1793.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[AvinashKartik's solution](#)

1794.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1795.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[AvinashKartik's solution](#)

1796.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[AvinashKartik's solution](#)

1797.

685B

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Quality: 5,356 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[AvinashKartik's solution](#)

1798.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[AvinashKartik's solution](#)

1799.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[AvinashKartik's solution](#)

1800.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

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1801.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AvinashKartik's solution](#)

1802.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[AvinashKartik's solution](#)

1803.

687C

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Quality: 8,345 global accepts · Rating: 1900 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1804.

1424B

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Rating: 1900 · first AC: 2020-10-05 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings

[AvinashKartik's solution](#)

1805.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[AvinashKartik's solution](#)

1806.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[AvinashKartik's solution](#)

1807.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[AvinashKartik's solution](#)

1808.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

[AvinashKartik's solution](#)

1809.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

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1810.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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1811.

476D

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

Quality: 5,034 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1812.

739B

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Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-08-24 · last AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

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1813.

1384D

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1814.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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1815.

660D

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1816.

1043E

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1817.

548D

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1818.

1029D

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1819.

1092F

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Quality: 10,846 global accepts · Rating: 1900 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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1820.

228E

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1821.

1375D

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1822.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1823.

1015E2

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1824.

1216E1

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[AvinashKartik's solution](#)

1825.

1095F

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1826.

1095E

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[AvinashKartik's solution](#)

1827.

1371E1

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

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1828.

1183H

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

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[AvinashKartik's solution](#)

1829.

999D

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1830.

1369D

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1831.

1157D

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Quality: 3,993 global accepts · Rating: 1900 · first AC: 2020-06-22 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

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1832.

1311F

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1833.

1077F1

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1834.

1367E

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[AvinashKartik's solution](#)

1835.

61E

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Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AvinashKartik's solution](#)

1836.

1305D

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[AvinashKartik's solution](#)

1837.

1133F2

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Quality: 3,825 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

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1838.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

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[AvinashKartik's solution](#)

1839.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

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1840.

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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1841.

1141G

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1842.

1144E

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1843.

1362E

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Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

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1844.

1354D

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1845.

353B

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Quality: 2,434 global accepts · Rating: 1900 · first AC: 2020-06-02 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

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1846.

222D

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1847.

222E

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[AvinashKartik's solution](#)

1848.

682D

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1849.

1358D

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1850.

505C

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1851.

437D

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1852.

1360G

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1853.

208B

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[AvinashKartik's solution](#)

1854.

208C

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Quality: 2,152 global accepts · Rating: 1900 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
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1855.

1353E

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1856.

1208D

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1857.

459E

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1858.

148E

[Porcelain](#) · [Tutorial](#)

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1859.

959D

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Quality: 3,268 global accepts · Rating: 1900 · first AC: 2020-05-06 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math, number theory
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1860.

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
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1861.

127C

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1862.

982D

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1863.

1342D

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Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

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1864.

327D

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Quality: 2,496 global accepts · Rating: 1900 · first AC: 2020-04-25 · last AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1865.

459C

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1866.

1328E

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1867.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms

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1868.

1313C2

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Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-24 · PyPy 3 (first AC) · Tags: data structures, dp, greedy

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1869.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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1870.

1294E

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1871.

1285D

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1872.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-01 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, math, sortings

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1873.

110E

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Rating: 1900 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees

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1874.

1277E

[Two Fairs](#) · [Tutorial](#)

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1875.

1277D

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1876.

1173D

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Rating: 1900 · first AC: 2019-12-14 · PyPy 3 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

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1877.

1272E

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Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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1878.

1265D

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Rating: 1900 · first AC: 2019-12-06 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

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1879.

1155D

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Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-12-02 · PyPy 3 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

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1880.

1169D

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Rating: 1900 · first AC: 2019-11-29 · PyPy 3 (first AC) · Tags: brute force

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1881.

1260D

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Quality: 4,194 global accepts · Rating: 1900 · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

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1882.

1162D

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Rating: 1900 · first AC: 2019-11-25 · C++17 (GCC 7-32) (first AC) · Tags: number theory, strings

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1883.

1013D

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Rating: 1900 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, matrices

[AvinashKartik's solution](#)

1884.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

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1885.

279E

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Quality: 1,603 global accepts · Rating: 1900 · first AC: 2019-11-05 · PyPy 3 (first AC) · Tags: dp, games, greedy, number theory

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1886.

479E

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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1887.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

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1888.

1105D

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Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

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1889.

1245D

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1890.

25D

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Quality: 15,583 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

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1891.

1175D

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1892.

1178E

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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-10-25 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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1893.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AvinashKartik's solution](#)

1894.

1237C2

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Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

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1895.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2019-10-15 · PyPy 3 (first AC) · Tags: brute force, greedy, sortings, strings

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1896.

1238D

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Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, strings

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1897.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-10-04 · PyPy 3 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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1898.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2019-09-29 · PyPy 3 (first AC) · Tags: graphs, shortest paths

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1899.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-09-27 · PyPy 3 (first AC) · Tags: bitmasks, constructive algorithms

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1900.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-09-25 · PyPy 3 (first AC) · Tags: dp, greedy, math

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1901.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

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1902.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-09-17 · PyPy 3 (first AC) · Tags: bitmasks, interactive, math

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1903.

959E

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

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2019-09-16 · PyPy 3 (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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1904.

1202D

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1905.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AvinashKartik's solution](#)

1906.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AvinashKartik's solution](#)

1907.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[AvinashKartik's solution](#)

1908.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[AvinashKartik's solution](#)

1909.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AvinashKartik's solution](#)

1910.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[AvinashKartik's solution](#)

1911.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AvinashKartik's solution](#)

1912.

817E

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

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[AvinashKartik's solution](#)

1913.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[AvinashKartik's solution](#)

1914.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AvinashKartik's solution](#)

1915.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AvinashKartik's solution](#)

1916.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[AvinashKartik's solution](#)

1917.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[AvinashKartik's solution](#)

1918.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AvinashKartik's solution](#)

1919.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[AvinashKartik's solution](#)

1920.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[AvinashKartik's solution](#)

1921.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AvinashKartik's solution](#)

1922.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[AvinashKartik's solution](#)

1923.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[AvinashKartik's solution](#)

1924.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, math

[AvinashKartik's solution](#)

1925.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[AvinashKartik's solution](#)

1926.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[AvinashKartik's solution](#)

1927.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[AvinashKartik's solution](#)

1928.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,267 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AvinashKartik's solution](#)

1929.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[AvinashKartik's solution](#)

1930.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2021-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

1931.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[AvinashKartik's solution](#)

1932.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AvinashKartik's solution](#)

1933.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AvinashKartik's solution](#)

1934.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities,

sortings

[AvinashKartik's solution](#)

1935.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[AvinashKartik's solution](#)

1936.

1589D

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

Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[AvinashKartik's solution](#)

1937.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

[AvinashKartik's solution](#)

1938.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[AvinashKartik's solution](#)

1939.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,144 global accepts · Rating: 2000 · first AC: 2019-11-02 · last AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

1940.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[AvinashKartik's solution](#)

1941.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[AvinashKartik's solution](#)

1942.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AvinashKartik's solution](#)

1943.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[AvinashKartik's solution](#)

1944.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[AvinashKartik's solution](#)

1945.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[AvinashKartik's solution](#)

1946.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[AvinashKartik's solution](#)

1947.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[AvinashKartik's solution](#)

1948.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[AvinashKartik's solution](#)

1949.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[AvinashKartik's solution](#)

1950.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[AvinashKartik's solution](#)

1951.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[AvinashKartik's solution](#)

1952.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[AvinashKartik's solution](#)

1953.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

1954.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[AvinashKartik's solution](#)

1955.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[AvinashKartik's solution](#)

1956.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[AvinashKartik's solution](#)

1957.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AvinashKartik's solution](#)

1958.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[AvinashKartik's solution](#)

1959.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[AvinashKartik's solution](#)

1960.

1199E

[Matching vs Independent Set](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[AvinashKartik's solution](#)

1961.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AvinashKartik's solution](#)

1962.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AvinashKartik's solution](#)

1963.

1427C

[The Hard Work of Papparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

1964.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[AvinashKartik's solution](#)

1965.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AvinashKartik's solution](#)

1966.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[AvinashKartik's solution](#)

1967.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[AvinashKartik's solution](#)

1968.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[AvinashKartik's solution](#)

1969.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

1970.

340E

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

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AvinashKartik's solution](#)

1971.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[AvinashKartik's solution](#)

1972.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AvinashKartik's solution](#)

1973.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[AvinashKartik's solution](#)

1974.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[AvinashKartik's solution](#)

1975.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AvinashKartik's solution](#)

1976.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[AvinashKartik's solution](#)

1977.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AvinashKartik's solution](#)

1978.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-08-05 · last AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[AvinashKartik's solution](#)

1979.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[AvinashKartik's solution](#)

1980.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

1981.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[AvinashKartik's solution](#)

1982.

1388D

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

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

[AvinashKartik's solution](#)

1983.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[AvinashKartik's solution](#)

1984.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AvinashKartik's solution](#)

1985.

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, trees

[AvinashKartik's solution](#)

1986.

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees

[AvinashKartik's solution](#)

1987.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[AvinashKartik's solution](#)

1988.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[AvinashKartik's solution](#)

1989.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[AvinashKartik's solution](#)

1990.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AvinashKartik's solution](#)

1991.

1241D

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[AvinashKartik's solution](#)

1992.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[AvinashKartik's solution](#)

1993.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[AvinashKartik's solution](#)

1994.

447D

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

Rating: 2000 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AvinashKartik's solution](#)

1995.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AvinashKartik's solution](#)

1996.

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AvinashKartik's solution](#)

1997.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[AvinashKartik's solution](#)

1998.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AvinashKartik's solution](#)

1999.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

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2000.

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1370D

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1011F

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609E

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985E

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1499D

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1435E

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Rating: 2100 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, number theory, ternary search

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2096.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · last AC: 2020-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

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2097.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

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2098.

1420C2

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2099.

1419E

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2100.

1418D

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Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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2101.

343D

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Quality: 6,850 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

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2102.

1409F

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Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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2103.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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2104.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

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2105.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

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2106.

484B

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Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

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2107.

1025D

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-08-19 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[AvinashKartik's solution](#)

2108.

1392E

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Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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2109.

1393D

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Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

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2110.

1389D

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

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

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2111.

1271D

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Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

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2112.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[AvinashKartik's solution](#)

2113.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[AvinashKartik's solution](#)

2114.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AvinashKartik's solution](#)

2115.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

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2116.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[AvinashKartik's solution](#)

2117.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[AvinashKartik's solution](#)

2118.

1241E

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[AvinashKartik's solution](#)

2119.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
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2120.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
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2121.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[AvinashKartik's solution](#)

2122.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

2123.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

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2124.

1203F1

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Quality: 4,051 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AvinashKartik's solution](#)

2125.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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2126.

1154F

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Quality: 3,337 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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2127.

1006F

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Quality: 6,890 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[AvinashKartik's solution](#)

2128.

1183F

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

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

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2129.

1003E

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Quality: 3,030 global accepts · Rating: 2100 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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2130.

988F

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Quality: 2,778 global accepts · Rating: 2100 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

2131.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2020-06-27 · PyPy 3 (first AC) · Tags: brute force, greedy

[AvinashKartik's solution](#)

2132.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · last AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[AvinashKartik's solution](#)

2133.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2020-06-20 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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2134.

1108F

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Quality: 3,574 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

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2135.

1370E

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Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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2136.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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2137.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AvinashKartik's solution](#)

2138.

1364D

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Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[AvinashKartik's solution](#)

2139.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

[AvinashKartik's solution](#)

2140.

1365F

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Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, sortings
[AvinashKartik's solution](#)

2141.

703D

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Quality: 4,064 global accepts · Rating: 2100 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures
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2142.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2020-06-03 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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2143.

260D

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

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
[AvinashKartik's solution](#)

2144.

1363D

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

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
[AvinashKartik's solution](#)

2145.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · PyPy 3 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[AvinashKartik's solution](#)

2146.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2020-05-21 · PyPy 3 (first AC) · Tags: math, number theory
[AvinashKartik's solution](#)

2147.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[AvinashKartik's solution](#)

2148.

1255E2

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

Rating: 2100 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[AvinashKartik's solution](#)

2149.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2020-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[AvinashKartik's solution](#)

2150.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[AvinashKartik's solution](#)

2151.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2020-04-30 · last AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
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2152.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees
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2153.

895D

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Quality: 1,238 global accepts · Rating: 2100 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings
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2154.

1343E

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Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
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2155.

1176F

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Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings
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2156.

919E

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Quality: 2,434 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[AvinashKartik's solution](#)

2157.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[AvinashKartik's solution](#)

2158.

1323D

[Present](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-03-18 · last AC: 2020-03-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, math, sortings
[AvinashKartik's solution](#)

2159.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-03-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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2160.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

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2161.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[AvinashKartik's solution](#)

2162.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · PyPy 3 (first AC) · Tags: binary search, combinatorics, dp, math

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2163.

1265E

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Quality: 4,522 global accepts · Rating: 2100 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

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2164.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2019-11-07 · last AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[AvinashKartik's solution](#)

2165.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2019-11-08 · PyPy 3 (first AC) · Tags: combinatorics, dp

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2166.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

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2167.

1166E

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Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

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2168.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[AvinashKartik's solution](#)

2169.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[AvinashKartik's solution](#)

2170.

1204D2

[Kirk and a Binary String \(hard version\) · Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-10-05 · PyPy 3 (first AC) · Tags: data structures, greedy, math, strings
[AvinashKartik's solution](#)

2171.

1213F

[Unstable String Sort · Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-17 · last AC: 2019-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
[AvinashKartik's solution](#)

2172.

1772G

[Gaining Rating · Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers
[AvinashKartik's solution](#)

2173.

1763E

[Node Pairs · Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
[AvinashKartik's solution](#)

2174.

1763D

[Valid Bitonic Permutations · Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[AvinashKartik's solution](#)

2175.

1730D

[Prefixes and Suffixes · Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings, two pointers
[AvinashKartik's solution](#)

2176.

1642E

[Anonymity Is Important · Tutorial](#)

Rating: 2200 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[AvinashKartik's solution](#)

2177.

1635E

[Cars · Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[AvinashKartik's solution](#)

2178.

1631E

[Paint the Middle · Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[AvinashKartik's solution](#)

2179.

1627E

[Not Escaping · Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[AvinashKartik's solution](#)

2180.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy
[AvinashKartik's solution](#)

2181.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[AvinashKartik's solution](#)

2182.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[AvinashKartik's solution](#)

2183.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[AvinashKartik's solution](#)

2184.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games
[AvinashKartik's solution](#)

2185.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[AvinashKartik's solution](#)

2186.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, sortings
[AvinashKartik's solution](#)

2187.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[AvinashKartik's solution](#)

2188.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp
[AvinashKartik's solution](#)

2189.

219E

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1586E

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1593G

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2192.

1567E

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2193.

1557D

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2194.

1556E

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2195.

1551F

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1559E

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1542D

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2199.

1537E2

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2200.

1515E

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1535E

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2202.

1474D

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2203.

1526D

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2204.

1520F2

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2205.

1520G

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2206.

1485D

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2207.

1503C

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2208.

1486E

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Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

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2210.

1498D

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2211.

1500B

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Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-15 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

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2212.

1470D

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2213.

1467D

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2214.

1461E

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2215.

1438D

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2216.

1456C

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402E

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2218.

1437E

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2219.

1428E

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1194E

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2221.

1136E

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2222.

1424M

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2223.

427D

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2224.

932D

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Quality: 1,976 global accepts · Rating: 2200 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, trees

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2225.

1406D

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2226.

280C

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2227.

486E

[LIS of Sequence](#) · [Tutorial](#)

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2228.

429D

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2229.

1407D

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2230.

282E

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2231.

1400E

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2232.

301D

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2233.

1220E

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2234.

1399E2

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2235.

958E2

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2236.

958B2

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2237.

1389E

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2238.

1110E

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2239.

1238E

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2240.

1238F

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2241.

622E

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1334E

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1295E

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612E

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1105E

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2246.

1337E

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2247.

548C

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2248.

1092D2

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2249.

1092D1

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56E

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2251.

1216E2

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2252.

1154G

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2253.

1003F

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2254.

1059D

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2255.

1249F

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1373E

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2257.

1311E

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2258.

1305E

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2259.

505D

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2260.

1353F

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2261.

570D

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2262.

1208E

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2263.

1272F

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2264.

1335F

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2265.

1339E

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Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
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2266.

618D

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2267.

1333F

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2268.

628D

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2269.

1328F

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2270.

165E

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2271.

1047D

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2272.

1166D

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2273.

1156E

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2274.

1156D

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2275.

1159D

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Rating: 2200 · first AC: 2019-10-29 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

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2276.

1699D

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2277.

1675G

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2278.

1658D2

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2279.

1629E

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2280.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AvinashKartik's solution](#)

2281.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

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2282.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[AvinashKartik's solution](#)

2283.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities

[AvinashKartik's solution](#)

2284.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[AvinashKartik's solution](#)

2285.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

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2286.

487C

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

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AvinashKartik's solution](#)

2287.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

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2288.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[AvinashKartik's solution](#)

2289.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

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2290.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[AvinashKartik's solution](#)

2291.

1589E

[Game with Stones · Tutorial](#)

Rating: 2300 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy

[AvinashKartik's solution](#)

2292.

1604E

[Extreme Extension · Tutorial](#)

Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[AvinashKartik's solution](#)

2293.

1607F

[Robot on the Board 2 · Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AvinashKartik's solution](#)

2294.

1550D

[Excellent Arrays · Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[AvinashKartik's solution](#)

2295.

1534E

[Lost Array · Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[AvinashKartik's solution](#)

2296.

1536E

[Omkar and Forest · Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[AvinashKartik's solution](#)

2297.

1528C

[Trees of Tranquillity · Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AvinashKartik's solution](#)

2298.

1513E

[Cost Equilibrium · Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[AvinashKartik's solution](#)

2299.

1148E

[Earth Wind and Fire · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[AvinashKartik's solution](#)

2300.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[AvinashKartik's solution](#)

2301.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AvinashKartik's solution](#)

2302.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AvinashKartik's solution](#)

2303.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AvinashKartik's solution](#)

2304.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[AvinashKartik's solution](#)

2305.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AvinashKartik's solution](#)

2306.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[AvinashKartik's solution](#)

2307.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[AvinashKartik's solution](#)

2308.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[AvinashKartik's solution](#)

2309.

1422D

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Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[AvinashKartik's solution](#)

2310.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[AvinashKartik's solution](#)

2311.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[AvinashKartik's solution](#)

2312.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[AvinashKartik's solution](#)

2313.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[AvinashKartik's solution](#)

2314.

300E

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

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory
[AvinashKartik's solution](#)

2315.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[AvinashKartik's solution](#)

2316.

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[AvinashKartik's solution](#)

2317.

1245F

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

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-08-25 · last AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[AvinashKartik's solution](#)

2318.

1245E

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

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths
[AvinashKartik's solution](#)

2319.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, games
[AvinashKartik's solution](#)

2320.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[AvinashKartik's solution](#)

2321.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[AvinashKartik's solution](#)

2322.

1293E

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, trees

[AvinashKartik's solution](#)

2323.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2300 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[AvinashKartik's solution](#)

2324.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-08-01 · last AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[AvinashKartik's solution](#)

2325.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[AvinashKartik's solution](#)

2326.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AvinashKartik's solution](#)

2327.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[AvinashKartik's solution](#)

2328.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[AvinashKartik's solution](#)

2329.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[AvinashKartik's solution](#)

2330.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[AvinashKartik's solution](#)

2331.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AvinashKartik's solution](#)

2332.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[AvinashKartik's solution](#)

2333.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[AvinashKartik's solution](#)

2334.

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[AvinashKartik's solution](#)

2335.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AvinashKartik's solution](#)

2336.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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2337.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[AvinashKartik's solution](#)

2338.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[AvinashKartik's solution](#)

2339.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[AvinashKartik's solution](#)

2340.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[AvinashKartik's solution](#)

2341.

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2020-06-17 · last AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[AvinashKartik's solution](#)

2342.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[AvinashKartik's solution](#)

2343.

515E

[Brazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[AvinashKartik's solution](#)

2344.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[AvinashKartik's solution](#)

2345.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[AvinashKartik's solution](#)

2346.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[AvinashKartik's solution](#)

2347.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[AvinashKartik's solution](#)

2348.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · PyPy 3 (first AC) · Tags: constructive algorithms, interactive, strings

[AvinashKartik's solution](#)

2349.

1277F

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

Rating: 2300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math

[AvinashKartik's solution](#)

2350.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AvinashKartik's solution](#)

2351.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[AvinashKartik's solution](#)

2352.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-10-07 · PyPy 3 (first AC) · Tags: number theory

[AvinashKartik's solution](#)

2353.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2020-05-06 · last AC: 2022-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[AvinashKartik's solution](#)

2354.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[AvinashKartik's solution](#)

2355.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[AvinashKartik's solution](#)

2356.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[AvinashKartik's solution](#)

2357.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[AvinashKartik's solution](#)

2358.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games

[AvinashKartik's solution](#)

2359.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[AvinashKartik's solution](#)

2360.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[AvinashKartik's solution](#)

2361.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers
[AvinashKartik's solution](#)

2362.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AvinashKartik's solution](#)

2363.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[AvinashKartik's solution](#)

2364.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers
[AvinashKartik's solution](#)

2365.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers
[AvinashKartik's solution](#)

2366.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[AvinashKartik's solution](#)

2367.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[AvinashKartik's solution](#)

2368.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[AvinashKartik's solution](#)

2369.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[AvinashKartik's solution](#)

2370.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[AvinashKartik's solution](#)

2371.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2021-04-07 · last AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

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2372.

1485F

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Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

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2373.

1484F

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2374.

1499E

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2375.

1463E

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2376.

1206E

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2377.

1450F

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2378.

1443E

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2379.

1442C

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2380.

1106F

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2382.

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2383.

1428F

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2384.

1182D

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2385.

1424I

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2386.

1408E

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2387.

1418E

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2388.

446C

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2389.

145E

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2390.

1401E

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2391.

1401F

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2392.

1392F

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2393.

1088E

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2394.

342E

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2395.

1326E

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2396.

1005E2

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

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2397.

1374F

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2398.

1367F2

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2399.

1373F

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Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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2400.

1369E

[DeadLee](#) · [Tutorial](#)

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2401.

1370F1

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Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

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2402.

449D

[Jzzhu and Numbers · Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[AvinashKartik's solution](#)

2403.

1138F

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Rating: 2400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive, math

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2404.

1144G

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2405.

1008D

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2406.

1187D

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2408.

1341E

[Nastya and Unexpected Guest · Tutorial](#)

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2409.

1038E

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2410.

932E

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1260E

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2412.

1257F

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2413.

1665E

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2414.

609F

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2415.

594D

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2416.

1623E

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2417.

1562E

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2418.

1470C

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2419.

1528D

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Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

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2420.

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2421.

1521D

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Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

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2422.

1474E

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2423.

1509F

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2424.

1508C

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Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[AvinashKartik's solution](#)

2425.

1513F

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2426.

1485E

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2427.

1497E2

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2428.

1498F

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2429.

1497D

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2430.

1480E

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2431.

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2432.

1438E

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2433.

1452E

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2434.

147B

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580E

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2436.

1427E

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2437.

739C

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2438.

1407E

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1221E

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2440.

1382E

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2441.

1043F

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Quality: 2,996 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

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2442.

1375E

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2443.

1368E

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2444.

1305F

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2445.

1325F

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Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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2446.

450E

[Jzzhu and Apples](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[AvinashKartik's solution](#)

2447.

724G

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Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

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2448.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[AvinashKartik's solution](#)

2449.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

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2450.

1523E

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Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AvinashKartik's solution](#)

2451.

1515F

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

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2452.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory
[AvinashKartik's solution](#)

2453.

1493E

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Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
[AvinashKartik's solution](#)

2454.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[AvinashKartik's solution](#)

2455.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
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2456.

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing
[AvinashKartik's solution](#)

2457.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs
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2458.

185D

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Quality: 504 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AvinashKartik's solution](#)

2459.

1417F

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

Rating: 2600 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees
[AvinashKartik's solution](#)

2460.

1430F

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Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
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2461.

1406E

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Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[AvinashKartik's solution](#)

2462.

1394C

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Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

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2463.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

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2464.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[AvinashKartik's solution](#)

2465.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[AvinashKartik's solution](#)

2466.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[AvinashKartik's solution](#)

2467.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-06-29 · last AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[AvinashKartik's solution](#)

2468.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[AvinashKartik's solution](#)

2469.

1345E

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

Rating: 2600 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[AvinashKartik's solution](#)

2470.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[AvinashKartik's solution](#)

2471.

1642F

[Two Arrays](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, math, two pointers

[AvinashKartik's solution](#)

2472.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing,

implementation, math

[AvinashKartik's solution](#)

2473.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[AvinashKartik's solution](#)

2474.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[AvinashKartik's solution](#)

2475.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 2700 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[AvinashKartik's solution](#)

2476.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[AvinashKartik's solution](#)

2477.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-13 · last AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[AvinashKartik's solution](#)

2478.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AvinashKartik's solution](#)

2479.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AvinashKartik's solution](#)

2480.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[AvinashKartik's solution](#)

2481.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[AvinashKartik's solution](#)

2482.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[AvinashKartik's solution](#)

2483.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[AvinashKartik's solution](#)

2484.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[AvinashKartik's solution](#)

2485.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation

[AvinashKartik's solution](#)

2486.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[AvinashKartik's solution](#)

2487.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[AvinashKartik's solution](#)

2488.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[AvinashKartik's solution](#)

2489.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, number theory

[AvinashKartik's solution](#)

2490.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[AvinashKartik's solution](#)

2491.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · PyPy 3-64 (first AC) · Tags: —

[AvinashKartik's solution](#)

2492.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AvinashKartik's solution](#)

2493.

103990D

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

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2494.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2495.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2496.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2497.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2498.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2499.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2500.

103443D

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

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2501.

103443B

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

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2502.

103443M

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

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2503.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2504.

103940J

[Joining the KAK](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2505.

103940A

[Advanced Player Setup](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2506.

103940F

[Famous Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2507.

103940B

[Binahuatl's Prophecy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2508.

103940L

[Limited Increasing Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2509.

103940C

[Correcting School Enrollment Errors](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2510.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2511.

103940H

[How Many Laughs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2512.

103940G

[Guadalajara trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2513.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2514.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2515.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2516.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2517.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2518.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2519.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2520.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2521.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2522.

103640F

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Rating: — · first AC: 2022-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2523.

103640K

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[AvinashKartik's solution](#)

2524.

103373D

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2525.

103373G

[Garden Park](#) · [Tutorial](#)

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2526.

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · Python 3 (first AC) · Tags: —

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2527.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2528.

103373C

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2529.

103373J

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Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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2530.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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2531.

103373B

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Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[AvinashKartik's solution](#)

2532.

103185B

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

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AvinashKartik's solution](#)

2533.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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2534.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AvinashKartik's solution](#)

2535.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[AvinashKartik's solution](#)

2536.

103185C

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

Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[AvinashKartik's solution](#)

2537.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2538.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2539.

103185N

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Rating: — · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2540.

103185D

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[AvinashKartik's solution](#)

2541.

103119G

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[AvinashKartik's solution](#)

2542.

103119F

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Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2543.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2544.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[AvinashKartik's solution](#)

2545.

103119L

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

Rating: — · first AC: 2021-07-03 · PyPy 3 (first AC) · Tags: —
[AvinashKartik's solution](#)

2546.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2547.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2548.

102767G

[Singhal and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2549.

102767D

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

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2550.

102767F

[Subarray with Maximum Product?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2551.

102767E

[Singhal and Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2552.

102767C

[Singhal and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2553.

102767A

[Favourite Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2554.

102767B

[2024](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2555.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2556.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-18 · last AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2557.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2558.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2559.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2560.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2561.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2562.

101498L

[The Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2563.

101498F

[Cooking Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2564.

101498J

[Spilt the String](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2565.

101498G

[Super Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2566.

101498D

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[AvinashKartik's solution](#)

2567.

101498I

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Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[AvinashKartik's solution](#)

2568.

101498B

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[AvinashKartik's solution](#)

2569.

101498E

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[AvinashKartik's solution](#)

2570.

101498A

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Rating: — · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[AvinashKartik's solution](#)

2571.

101498C

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2593.

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2594.

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2596.

1331A

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2597.

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2598.

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