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Unique solved — BFLSTiger

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- 2.**
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- 6.**
1863A
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1864A
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1844A
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- 9.**
1775A1
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13.

1713A

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1699A

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1651A

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28.

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29.

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1104A

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33.

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34.

1015A

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1013A

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1009A

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1005A

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984A

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999A

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47.

1775A2

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48.

1720A

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49.

1699B

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50.

1247A

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51.

1080B

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52.

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1844B

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62.

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991A

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69.

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75.

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76.

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78.

1105A

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85.

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88.

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89.

1104B

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90.

1013B

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91.

1006C

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92.

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94.

1000A

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95.

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97.

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98.

1775B

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100.

1247B2

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1220B

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

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: math, number theory

[BFLSTiger's solution](#)

104.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2018-07-03 · last AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[BFLSTiger's solution](#)

105.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[BFLSTiger's solution](#)

106.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[BFLSTiger's solution](#)

107.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[BFLSTiger's solution](#)

108.

1844D

[Row Major](#) · [Tutorial](#)

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

[BFLSTiger's solution](#)

109.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[BFLSTiger's solution](#)

110.

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[BFLSTiger's solution](#)

111.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[BFLSTiger's solution](#)

112.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[BFLSTiger's solution](#)

113.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[BFLSTiger's solution](#)

114.

1277C

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

Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[BFLSTiger's solution](#)

115.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-04 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[BFLSTiger's solution](#)

116.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[BFLSTiger's solution](#)

117.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry

[BFLSTiger's solution](#)

118.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[BFLSTiger's solution](#)

119.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[BFLSTiger's solution](#)

120.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[BFLSTiger's solution](#)

121.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[BFLSTiger's solution](#)

122.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[BFLSTiger's solution](#)

123.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[BFLSTiger's solution](#)

124.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2021-08-09 · last AC: 2021-08-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[BFLSTiger's solution](#)

125.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-03-23 · last AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[BFLSTiger's solution](#)

126.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[BFLSTiger's solution](#)

127.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · last AC: 2019-11-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[BFLSTiger's solution](#)

128.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[BFLSTiger's solution](#)

129.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: dp

[BFLSTiger's solution](#)

130.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: implementation

[BFLSTiger's solution](#)

131.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[BFLSTiger's solution](#)

132.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[BFLSTiger's solution](#)

133.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[BFLSTiger's solution](#)

134.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[BFLSTiger's solution](#)

135.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[BFLSTiger's solution](#)

136.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[BFLSTiger's solution](#)

137.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[BFLSTiger's solution](#)

138.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[BFLSTiger's solution](#)

139.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[BFLSTiger's solution](#)

140.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[BFLSTiger's solution](#)

141.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[BFLSTiger's solution](#)

142.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[BFLSTiger's solution](#)

143.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[BFLSTiger's solution](#)

144.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[BFLSTiger's solution](#)

145.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[BFLSTiger's solution](#)

146.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[BFLSTiger's solution](#)

147.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[BFLSTiger's solution](#)

148.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[BFLSTiger's solution](#)

149.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[BFLSTiger's solution](#)

150.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-24 · last AC: 2019-10-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[BFLSTiger's solution](#)

151.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[BFLSTiger's solution](#)

152.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[BFLSTiger's solution](#)

153.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: dp, implementation

[BFLSTiger's solution](#)

154.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[BFLSTiger's solution](#)

155.

1852B

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

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[BFLSTiger's solution](#)

156.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[BFLSTiger's solution](#)

157.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[BFLSTiger's solution](#)

158.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[BFLSTiger's solution](#)

159.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[BFLSTiger's solution](#)

160.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[BFLSTiger's solution](#)

161.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[BFLSTiger's solution](#)

162.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[BFLSTiger's solution](#)

163.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[BFLSTiger's solution](#)

164.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: number theory

[BFLSTiger's solution](#)

165.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[BFLSTiger's solution](#)

166.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[BFLSTiger's solution](#)

167.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[BFLSTiger's solution](#)

168.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[BFLSTiger's solution](#)

169.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[BFLSTiger's solution](#)

170.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[BFLSTiger's solution](#)

171.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[BFLSTiger's solution](#)

172.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[BFLSTiger's solution](#)

173.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-21 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[BFLSTiger's solution](#)

174.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[BFLSTiger's solution](#)

175.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[BFLSTiger's solution](#)

176.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[BFLSTiger's solution](#)

177.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[BFLSTiger's solution](#)

178.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[BFLSTiger's solution](#)

179.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2019-10-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[BFLSTiger's solution](#)

180.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, strings

[BFLSTiger's solution](#)

181.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-28 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[BFLSTiger's solution](#)

182.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: combinatorics, dp

[BFLSTiger's solution](#)

183.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2019-05-22 · GNU C++11 (first AC) · Tags: dp, sortings

[BFLSTiger's solution](#)

184.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[BFLSTiger's solution](#)

185.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[BFLSTiger's solution](#)

186.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[BFLSTiger's solution](#)

187.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[BFLSTiger's solution](#)

188.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[BFLSTiger's solution](#)

189.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[BFLSTiger's solution](#)

190.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[BFLSTiger's solution](#)

191.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[BFLSTiger's solution](#)

192.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[BFLSTiger's solution](#)

193.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[BFLSTiger's solution](#)

194.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[BFLSTiger's solution](#)

195.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[BFLSTiger's solution](#)

196.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[BFLSTiger's solution](#)

197.

572C

[Lengthening Sticks](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[BFLSTiger's solution](#)

198.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[BFLSTiger's solution](#)

199.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[BFLSTiger's solution](#)

200.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[BFLSTiger's solution](#)

201.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[BFLSTiger's solution](#)

202.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[BFLSTiger's solution](#)

203.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[BFLSTiger's solution](#)

204.

1247E

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: data structures, dp

[BFLSTiger's solution](#)

205.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[BFLSTiger's solution](#)

206.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: bitmasks, dp

[BFLSTiger's solution](#)

207.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[BFLSTiger's solution](#)

208.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: dp

[BFLSTiger's solution](#)

209.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[BFLSTiger's solution](#)

210.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: bitmasks, dp

[BFLSTiger's solution](#)

211.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[BFLSTiger's solution](#)

212.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[BFLSTiger's solution](#)

213.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[BFLSTiger's solution](#)

214.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[BFLSTiger's solution](#)

215.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-02-13 · last AC: 2019-12-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[BFLSTiger's solution](#)

216.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[BFLSTiger's solution](#)

217.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2019-10-09 · GNU C++11 (first AC) · Tags: data structures, trees

[BFLSTiger's solution](#)

218.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: combinatorics, dp

[BFLSTiger's solution](#)

219.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder

theorem, constructive algorithms, math, number theory

[BFLSTiger's solution](#)

220.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[BFLSTiger's solution](#)

221.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[BFLSTiger's solution](#)

222.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[BFLSTiger's solution](#)

223.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[BFLSTiger's solution](#)

224.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-24 · last AC: 2019-10-24 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[BFLSTiger's solution](#)

225.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: brute force, graphs

[BFLSTiger's solution](#)

226.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-04-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[BFLSTiger's solution](#)

227.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[BFLSTiger's solution](#)

228.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[BFLSTiger's solution](#)

229.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[BFLSTiger's solution](#)

230.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[BFLSTiger's solution](#)

231.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[BFLSTiger's solution](#)

232.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[BFLSTiger's solution](#)

233.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-25 · GNU C++11 (first AC) · Tags: implementation

[BFLSTiger's solution](#)

234.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2019-09-11 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[BFLSTiger's solution](#)

235.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[BFLSTiger's solution](#)

236.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[BFLSTiger's solution](#)

237.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[BFLSTiger's solution](#)

238.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[BFLSTiger's solution](#)

239.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math

[BFLSTiger's solution](#)

240.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2020-07-02 · GNU C++11 (first AC) · Tags: dp, games

[BFLSTiger's solution](#)

241.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[BFLSTiger's solution](#)

242.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2019-05-23 · last AC: 2019-05-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[BFLSTiger's solution](#)

243.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: flows, graphs

[BFLSTiger's solution](#)

244.

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[BFLSTiger's solution](#)

245.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[BFLSTiger's solution](#)

246.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[BFLSTiger's solution](#)

247.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[BFLSTiger's solution](#)

248.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[BFLSTiger's solution](#)

249.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[BFLSTiger's solution](#)

250.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2019-05-22 · last AC: 2019-05-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[BFLSTiger's solution](#)

251.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[BFLSTiger's solution](#)

252.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[BFLSTiger's solution](#)

253.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: dp, trees

[BFLSTiger's solution](#)

254.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2020-07-21 · last AC: 2020-07-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[BFLSTiger's solution](#)

255.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp, sortings

[BFLSTiger's solution](#)

256.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2019-12-09 · GNU C++11 (first AC) · Tags: two pointers

[BFLSTiger's solution](#)

257.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-06-30 · last AC: 2020-06-30 · GNU C++11 (first AC) · Tags: flows, greedy

[BFLSTiger's solution](#)

258.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[BFLSTiger's solution](#)

259.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2020-07-15 · last AC: 2020-07-15 · GNU C++11 (first AC) · Tags: data structures

[BFLSTiger's solution](#)

260.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[BFLSTiger's solution](#)

261.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: data structures, greedy
[BFLSTiger's solution](#)

262.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, geometry
[BFLSTiger's solution](#)

263.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: data structures, geometry, trees
[BFLSTiger's solution](#)

264.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees
[BFLSTiger's solution](#)

265.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: data structures, trees
[BFLSTiger's solution](#)

266.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[BFLSTiger's solution](#)

267.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[BFLSTiger's solution](#)

268.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[BFLSTiger's solution](#)

269.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[BFLSTiger's solution](#)

270.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[BFLSTiger's solution](#)

271.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

272.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

273.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

274.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

275.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

276.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

277.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

278.

102001B

[Rotating Gear](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

279.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

280.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

281.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

282.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

283.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

284.

104337H

[Binary Craziness](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

285.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

286.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

287.

104337M

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

Rating: — · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

288.

103964F

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

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

[BFLSTiger's solution](#)

289.

103964H

[Sudoku](#) · [Tutorial](#)

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

[BFLSTiger's solution](#)

290.

103964G

[Ancient Go](#) · [Tutorial](#)

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

[BFLSTiger's solution](#)

291.

103964D

[Pick The Sticks](#) · [Tutorial](#)

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

[BFLSTiger's solution](#)

292.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

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

[BFLSTiger's solution](#)

293.

103964C

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

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

[BFLSTiger's solution](#)

294.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

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

[BFLSTiger's solution](#)

295.

103964A

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

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

[BFLSTiger's solution](#)

296.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

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

[BFLSTiger's solution](#)

297.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

298.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

299.

103202D

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

300.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

301.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[BFLSTiger's solution](#)

302.

103202F

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

303.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[BFLSTiger's solution](#)

304.

102889F

[woafnrnaetns N Tootep](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[BFLSTiger's solution](#)

305.

102889H

[Sinh ra ô tô](#)

Rating: — · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[BFLSTiger's solution](#)

306.

102889E

[OSRANq](#)

Rating: — · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[BFLSTiger's solution](#)

307.

102889J

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