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Unique solved — Camillus

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1.

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5.

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1307A

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149.

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1271A

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175.

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181.

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184.

1764B

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1732B

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190.

1697B

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194.

1591B

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195.

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196.

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197.

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198.

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199.

1337B

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200.

1436B

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1430A

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1555A

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203.

1471A

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204.

1501B

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205.

1535B

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206.

1543B

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207.

1543A

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208.

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209.

1272A

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Quality: 22,076 global accepts · Rating: 900 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Camillus's solution](#)

210.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

211.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

212.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Camillus's solution](#)

213.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2021-05-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Camillus's solution](#)

214.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2021-05-06 · PyPy 3 (first AC) · Tags: implementation, sortings

[Camillus's solution](#)

215.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[Camillus's solution](#)

216.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Camillus's solution](#)

217.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Camillus's solution](#)

218.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,798 global accepts · Rating: 900 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Camillus's solution](#)

219.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Camillus's solution](#)

220.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Camillus's solution](#)

221.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,849 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Camillus's solution](#)

222.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Camillus's solution](#)

223.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[Camillus's solution](#)

224.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

225.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Camillus's solution](#)

226.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Camillus's solution](#)

227.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Camillus's solution](#)

228.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Camillus's solution](#)

229.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Camillus's solution](#)

230.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Camillus's solution](#)

231.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Camillus's solution](#)

232.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Camillus's solution](#)

233.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Camillus's solution](#)

234.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Camillus's solution](#)

235.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Camillus's solution](#)

236.

1620B

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

Quality: 31,484 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Camillus's solution](#)

237.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Camillus's solution](#)

238.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Camillus's solution](#)

239.

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Camillus's solution](#)

240.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Camillus's solution](#)

241.

1244B

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

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Camillus's solution](#)

242.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Camillus's solution](#)

243.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Camillus's solution](#)

244.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Camillus's solution](#)

245.

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Camillus's solution](#)

246.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,461 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Camillus's solution](#)

247.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Camillus's solution](#)

248.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[Camillus's solution](#)

249.

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Camillus's solution](#)

250.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Camillus's solution](#)

251.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Camillus's solution](#)

252.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Camillus's solution](#)

253.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Camillus's solution](#)

254.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Camillus's solution](#)

255.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Camillus's solution](#)

256.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Camillus's solution](#)

257.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Camillus's solution](#)

258.

339B

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

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2021-04-09 · PyPy 3 (first AC) · Tags: implementation

[Camillus's solution](#)

259.

1506C

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

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Camillus's solution](#)

260.

143A

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

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Camillus's solution](#)

261.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[Camillus's solution](#)

262.

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

[Camillus's solution](#)

263.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Camillus's solution](#)

264.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

265.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Camillus's solution](#)

266.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers

[Camillus's solution](#)

267.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Camillus's solution](#)

268.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math, probabilities

[Camillus's solution](#)

269.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

270.

1731B

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Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Camillus's solution](#)

271.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Camillus's solution](#)

272.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Camillus's solution](#)

273.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[Camillus's solution](#)

274.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

275.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[Camillus's solution](#)

276.

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2022-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Camillus's solution](#)

277.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Camillus's solution](#)

278.

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Camillus's solution](#)

279.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Camillus's solution](#)

280.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,338 global accepts · Rating: 1100 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

281.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Camillus's solution](#)

282.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Camillus's solution](#)

283.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[Camillus's solution](#)

284.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Camillus's solution](#)

285.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[Camillus's solution](#)

286.

1255B

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Quality: 12,526 global accepts · Rating: 1100 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[Camillus's solution](#)

287.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Camillus's solution](#)

288.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Camillus's solution](#)

289.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[Camillus's solution](#)

290.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[Camillus's solution](#)

291.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[Camillus's solution](#)

292.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Camillus's solution](#)

293.

1304B

[Longest Palindrome](#) · [Tutorial](#)

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[Camillus's solution](#)

294.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Camillus's solution](#)

295.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Camillus's solution](#)

296.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Camillus's solution](#)

297.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[Camillus's solution](#)

298.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Camillus's solution](#)

299.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Camillus's solution](#)

300.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Camillus's solution](#)

301.

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[Camillus's solution](#)

302.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Camillus's solution](#)

303.

1506B

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

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Camillus's solution](#)

304.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Camillus's solution](#)

305.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Camillus's solution](#)

306.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,830 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Camillus's solution](#)

307.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Camillus's solution](#)

308.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[Camillus's solution](#)

309.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[Camillus's solution](#)

310.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Camillus's solution](#)

311.

1909B

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

Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Camillus's solution](#)

312.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Camillus's solution](#)

313.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Camillus's solution](#)

314.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Camillus's solution](#)

315.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Camillus's solution](#)

316.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: games

[Camillus's solution](#)

317.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Camillus's solution](#)

318.

1679B

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

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Camillus's solution](#)

319.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

320.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Camillus's solution](#)

321.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Camillus's solution](#)

322.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

323.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Camillus's solution](#)

324.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Camillus's solution](#)

325.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[Camillus's solution](#)

326.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Camillus's solution](#)

327.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Camillus's solution](#)

328.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[Camillus's solution](#)

329.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Camillus's solution](#)

330.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[Camillus's solution](#)

331.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[Camillus's solution](#)

332.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Camillus's solution](#)

333.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Camillus's solution](#)

334.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[Camillus's solution](#)

335.

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Camillus's solution](#)

336.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Camillus's solution](#)

337.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-28 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, math

[Camillus's solution](#)

338.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Camillus's solution](#)

339.

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

340.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Camillus's solution](#)

341.

143B

[Help Kingdom of Far Far Away 2 · Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Camillus's solution](#)

342.

1490D

[Permutation Transformation · Tutorial](#)

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[Camillus's solution](#)

343.

1472D

[Even-Odd Game · Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings

[Camillus's solution](#)

344.

1433D

[Districts Connection · Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[Camillus's solution](#)

345.

1437B

[Reverse Binary Strings · Tutorial](#)

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

346.

1922C

[Closest Cities · Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Camillus's solution](#)

347.

1889A

[Qingshan Loves Strings 2 · Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Camillus's solution](#)

348.

1815A

[Ian and Array Sorting · Tutorial](#)

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Camillus's solution](#)

349.

1868A

[Fill in the Matrix · Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Camillus's solution](#)

350.

1870C

[Colorful Table · Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Camillus's solution](#)

351.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Camillus's solution](#)

352.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Camillus's solution](#)

353.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[Camillus's solution](#)

354.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Camillus's solution](#)

355.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Camillus's solution](#)

356.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Camillus's solution](#)

357.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Camillus's solution](#)

358.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[Camillus's solution](#)

359.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Camillus's solution](#)

360.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Camillus's solution](#)

361.

1602C

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

Rating: 1300 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[Camillus's solution](#)

362.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Camillus's solution](#)

363.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Camillus's solution](#)

364.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Camillus's solution](#)

365.

1225B2

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

Quality: 12,198 global accepts · Rating: 1300 · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Camillus's solution](#)

366.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Camillus's solution](#)

367.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Camillus's solution](#)

368.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Camillus's solution](#)

369.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Camillus's solution](#)

370.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Camillus's solution](#)

371.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory

[Camillus's solution](#)

372.

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Camillus's solution](#)

373.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Camillus's solution](#)

374.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[Camillus's solution](#)

375.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Camillus's solution](#)

376.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Camillus's solution](#)

377.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Camillus's solution](#)

378.

508B

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

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Camillus's solution](#)

379.

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Camillus's solution](#)

380.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Camillus's solution](#)

381.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Camillus's solution](#)

382.

1005C

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

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Camillus's solution](#)

383.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Camillus's solution](#)

384.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Camillus's solution](#)

385.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Camillus's solution](#)

386.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Camillus's solution](#)

387.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Camillus's solution](#)

388.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Camillus's solution](#)

389.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Camillus's solution](#)

390.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

391.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Camillus's solution](#)

392.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[Camillus's solution](#)

393.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Camillus's solution](#)

394.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[Camillus's solution](#)

395.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[Camillus's solution](#)

396.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[Camillus's solution](#)

397.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[Camillus's solution](#)

398.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[Camillus's solution](#)

399.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
[Camillus's solution](#)

400.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[Camillus's solution](#)

401.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[Camillus's solution](#)

402.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,706 global accepts · Rating: 1400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Camillus's solution](#)

403.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Camillus's solution](#)

404.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Camillus's solution](#)

405.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Camillus's solution](#)

406.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Camillus's solution](#)

407.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Camillus's solution](#)

408.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Camillus's solution](#)

409.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Camillus's solution](#)

410.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Camillus's solution](#)

411.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Camillus's solution](#)

412.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Camillus's solution](#)

413.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[Camillus's solution](#)

414.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Camillus's solution](#)

415.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Camillus's solution](#)

416.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2021-02-28 · last AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Camillus's solution](#)

417.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Camillus's solution](#)

418.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Camillus's solution](#)

419.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Camillus's solution](#)

420.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Camillus's solution](#)

421.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Camillus's solution](#)

422.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Camillus's solution](#)

423.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Camillus's solution](#)

424.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[Camillus's solution](#)

425.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

426.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Camillus's solution](#)

427.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Camillus's solution](#)

428.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Camillus's solution](#)

429.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Camillus's solution](#)

430.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Camillus's solution](#)

431.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Camillus's solution](#)

432.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers

[Camillus's solution](#)

433.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[Camillus's solution](#)

434.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[Camillus's solution](#)

435.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Camillus's solution](#)

436.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

437.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Camillus's solution](#)

438.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Camillus's solution](#)

439.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation

[Camillus's solution](#)

440.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,934 global accepts · Rating: 1500 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[Camillus's solution](#)

441.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Camillus's solution](#)

442.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Camillus's solution](#)

443.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Camillus's solution](#)

444.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,491 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Camillus's solution](#)

445.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[Camillus's solution](#)

446.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Camillus's solution](#)

447.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[Camillus's solution](#)

448.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Camillus's solution](#)

449.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Camillus's solution](#)

450.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[Camillus's solution](#)

451.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-15 · PyPy 3 (first AC) · Tags: constructive algorithms, math, number theory

[Camillus's solution](#)

452.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Camillus's solution](#)

453.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[Camillus's solution](#)

454.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[Camillus's solution](#)

455.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Camillus's solution](#)

456.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Camillus's solution](#)

457.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Camillus's solution](#)

458.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Camillus's solution](#)

459.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Camillus's solution](#)

460.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Camillus's solution](#)

461.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Camillus's solution](#)

462.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Camillus's solution](#)

463.

1688D

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

Rating: 1600 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Camillus's solution](#)

464.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Camillus's solution](#)

465.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, two pointers

[Camillus's solution](#)

466.

1604D

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

Rating: 1600 · first AC: 2021-12-15 · last AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Camillus's solution](#)

467.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Camillus's solution](#)

468.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Camillus's solution](#)

469.

1337C

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

Rating: 1600 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Camillus's solution](#)

470.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Camillus's solution](#)

471.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Camillus's solution](#)

472.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Camillus's solution](#)

473.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Camillus's solution](#)

474.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[Camillus's solution](#)

475.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees

[Camillus's solution](#)

476.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,633 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Camillus's solution](#)

477.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math

[Camillus's solution](#)

478.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[Camillus's solution](#)

479.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Camillus's solution](#)

480.

1520F1

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

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Camillus's solution](#)

481.

1526C2

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

Quality: 29,762 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Camillus's solution](#)

482.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Camillus's solution](#)

483.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

[Camillus's solution](#)

484.

1163B2

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

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Camillus's solution](#)

485.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Camillus's solution](#)

486.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Camillus's solution](#)

487.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Camillus's solution](#)

488.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Camillus's solution](#)

489.

1889B

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

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Camillus's solution](#)

490.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Camillus's solution](#)

491.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Camillus's solution](#)

492.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Camillus's solution](#)

493.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Camillus's solution](#)

494.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Camillus's solution](#)

495.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Camillus's solution](#)

496.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[Camillus's solution](#)

497.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Camillus's solution](#)

498.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Camillus's solution](#)

499.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Camillus's solution](#)

500.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2022-11-26 · last AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[Camillus's solution](#)

501.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[Camillus's solution](#)

502.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Camillus's solution](#)

503.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[Camillus's solution](#)

504.

1678D

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 1700 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Camillus's solution](#)

505.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Camillus's solution](#)

506.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Camillus's solution](#)

507.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Camillus's solution](#)

508.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Camillus's solution](#)

509.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[Camillus's solution](#)

510.

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Camillus's solution](#)

511.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Camillus's solution](#)

512.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Camillus's solution](#)

513.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Camillus's solution](#)

514.

1337D

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

Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, sortings

[Camillus's solution](#)

515.

296D

[Greg and Graph](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[Camillus's solution](#)

516.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Camillus's solution](#)

517.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Camillus's solution](#)

518.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Camillus's solution](#)

519.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Camillus's solution](#)

520.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[Camillus's solution](#)

521.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Camillus's solution](#)

522.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Camillus's solution](#)

523.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Camillus's solution](#)

524.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,894 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[Camillus's solution](#)

525.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Camillus's solution](#)

526.

1516C

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Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Camillus's solution](#)

527.

1550C

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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[Camillus's solution](#)

528.

1537D

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Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[Camillus's solution](#)

529.

1476D

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Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Camillus's solution](#)

530.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Camillus's solution](#)

531.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Camillus's solution](#)

532.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Camillus's solution](#)

533.

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

[Camillus's solution](#)

534.

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

[Camillus's solution](#)

535.

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

[Camillus's solution](#)

536.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Camillus's solution](#)

537.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Camillus's solution](#)

538.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Camillus's solution](#)

539.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Camillus's solution](#)

540.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Camillus's solution](#)

541.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Camillus's solution](#)

542.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Camillus's solution](#)

543.

1583D

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

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Camillus's solution](#)

544.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Camillus's solution](#)

545.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Camillus's solution](#)

546.

448D

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[Camillus's solution](#)

547.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Camillus's solution](#)

548.

478C

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Quality: 20,597 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Camillus's solution](#)

549.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[Camillus's solution](#)

550.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Camillus's solution](#)

551.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Camillus's solution](#)

552.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Camillus's solution](#)

553.

143D

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Rating: 1800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math

[Camillus's solution](#)

554.

141C

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Quality: 2,729 global accepts · Rating: 1800 · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

sortings

[Camillus's solution](#)

555.

1922D

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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Camillus's solution](#)

556.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Camillus's solution](#)

557.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Camillus's solution](#)

558.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Camillus's solution](#)

559.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

560.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Camillus's solution](#)

561.

1819B

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Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Camillus's solution](#)

562.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Camillus's solution](#)

563.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Camillus's solution](#)

564.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Camillus's solution](#)

565.

1739D

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Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Camillus's solution](#)

566.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Camillus's solution](#)

567.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[Camillus's solution](#)

568.

660D

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Quality: 4,739 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Camillus's solution](#)

569.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Camillus's solution](#)

570.

1569D

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Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Camillus's solution](#)

571.

1245D

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Quality: 9,605 global accepts · Rating: 1900 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[Camillus's solution](#)

572.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Camillus's solution](#)

573.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Camillus's solution](#)

574.

5C

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Quality: 18,071 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Camillus's solution](#)

575.

20C

[Dijkstra? · Tutorial](#)

Quality: 46,907 global accepts · Rating: 1900 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Camillus's solution](#)

576.

1546D

[AquaMoon and Chess · Tutorial](#)

Rating: 1900 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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577.

1547F

[Array Stabilization \(GCD version\) · Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

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578.

190D

[Non-Secret Cypher · Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[Camillus's solution](#)

579.

547B

[Mike and Feet · Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[Camillus's solution](#)

580.

1893C

[Freedom of Choice · Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · last AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Camillus's solution](#)

581.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Camillus's solution](#)

582.

1830B

[The BOSS Can Count Pairs · Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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583.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[Camillus's solution](#)

584.

1804D

[Accommodation · Tutorial](#)

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[Camillus's solution](#)

585.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Camillus's solution](#)

586.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[Camillus's solution](#)

587.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[Camillus's solution](#)

588.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Camillus's solution](#)

589.

1620D

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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

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590.

1584D

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Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[Camillus's solution](#)

591.

1574D

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Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Camillus's solution](#)

592.

1366D

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Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Camillus's solution](#)

593.

1438C

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Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[Camillus's solution](#)

594.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, schedules

[Camillus's solution](#)

595.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Camillus's solution](#)

596.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[Camillus's solution](#)

597.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Camillus's solution](#)

598.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

[Camillus's solution](#)

599.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Camillus's solution](#)

600.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Camillus's solution](#)

601.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Camillus's solution](#)

602.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Camillus's solution](#)

603.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Camillus's solution](#)

604.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Camillus's solution](#)

605.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[Camillus's solution](#)

606.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Camillus's solution](#)

607.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Camillus's solution](#)

608.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Camillus's solution](#)

609.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[Camillus's solution](#)

610.

1748E

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Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Camillus's solution](#)

611.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Camillus's solution](#)

612.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[Camillus's solution](#)

613.

1601C

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[Camillus's solution](#)

614.

141D

[Take-off Ramps](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2300 · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Camillus's solution](#)

615.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Camillus's solution](#)

616.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Camillus's solution](#)

617.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[Camillus's solution](#)

618.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Camillus's solution](#)

619.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Camillus's solution](#)

620.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[Camillus's solution](#)

621.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Camillus's solution](#)

622.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Camillus's solution](#)

623.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures,

dfs and similar, dsu, graphs, greedy, trees

[Camillus's solution](#)

624.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Camillus's solution](#)

625.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[Camillus's solution](#)

626.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Camillus's solution](#)

627.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Camillus's solution](#)

628.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Camillus's solution](#)

629.

104848G

[Double Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Camillus's solution](#)

630.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Camillus's solution](#)

631.

104848H

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

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[Camillus's solution](#)

632.

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

633.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

634.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

635.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

636.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

637.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

638.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

639.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

640.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

641.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

642.

104772D

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

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

643.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

644.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

645.

105204C

[A → D\\$8Ĉ: C, 8Ĉ 8 D 0Ĉ4C ; C,, 8](#)

Rating: — · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

646.

102257B

[Bridges · Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

647.

102257C

[Street Lamps · Tutorial](#)

Rating: — · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

648.

104135F

[A@C&H,C,8CÔBCT@CTACÔKCR ?C @D² GC,,ACT;](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

649.

104135C

[A@C&H C, CCD0C´5CÔ8Dð](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

650.

1036325

[AÀ00pAC,,<C,,7C FC,,O C\\$KC,,3D KD,,0](#)

Rating: — · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

651.

1020862

[A5C0r#D´5 C#2C 4D 0D\\$K](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

652.

1020861

[AD20r#Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

653.

101636E

[A4D0r#CDAC#0Dð >C´8CÄ?C,,0CD0](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

654.

101636C

[A#CÔD C,,3D4 @C FC,,>CÔ=D´9 DD0C”;](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

655.

101636L

[A@C&A\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

656.

101636G

[A000ta!](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

657.

101636K

[B 7C, HCT=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

658.

101636A

[B\\$CÔi8Ct<](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

659.

101636M

[A\\$D AD\\$OCÔ>C\\$;CT=C,,5 CÔ>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

660.

101320A

[Problem Eclair. Open Olympiad in Design · Tutorial](#)

Rating: — · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

661.

103369D

[Aä?D\\$8CÄ0C`LCÔ0Dò 2D BC 2C#0](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

662.

103369J

[AD5D\\$ACu80' AC 4C,,: <<B\\$>D <Cä7Cä:>>](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

663.

103369B

[B4C,0D\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

664.

100906A

[A;Dö6CÔKC' 2Cä;CT9C >C°](#)

Rating: — · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

665.

392A

[Blocked Points · Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2022-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[Camillus's solution](#)

666.

103524C

[AÔ0DriC ;DÄ=C O Cd8C\\$>Cö8D L](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

667.

103524A

[B 7Cö6CÔ00Dò 7C 4C GC](#)

Rating: — · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Camillus's solution](#)

668.

1024805

[AÄÖöÄC,,<C ;DÄ=Cä5 Cö@Cä8Ct2CT4CT=C,,5](#)

Rating: — · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

669.

103196B

[Aö@Cä2CT@C=0 Cä;C,,<Cö8C 4D°](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

670.

1024793

[A->DöGLO D @D4BC,,=Cä9](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

671.

1024792

[Aö@Ct2D'HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

672.

1024791

[B ÖCt=CäAD\\$L C=2C 4D 0D\\$>C](#)

Rating: — · first AC: 2020-12-02 · last AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

673.

102032C

[Innoforest · Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

674.

102032B

[Squarow · Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

675.

102032A

[Innohorse · Tutorial](#)

Rating: — · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

676.

103265C

[A ÖD\\$ÖC\\$>Dt=C O DD5D <C](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

677.

103265B

[Bt5DBÖKC' 4CT;CT6](#)

Rating: — · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

678.

102651C

[Optimal Truck · Tutorial](#)

Rating: — · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

679.

1005887

[ASKD :C ?C`8D\\$:C€](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

680.

1005886

[ASKD :C ;CTAC](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

681.

1005885

[ASKDd5C\\$0Dò ;C,,=C,,O](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

682.

1005864

[ASKD :D2 2 D 5D\\$8 AÄ5C40CÖ5D](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

683.

1005863

[ASKD](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

684.

1005862

[ASKD 7D°](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

685.

1005861

[ASKD 7C ;C](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

686.

1003557

[ASKDCTBD°](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

687.

1003556

[ASKD,,FC,,>CÖ5D K](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

688.

1003555

[ASKDcäDCä@D°](#)

Rating: — · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

689.

1003543

[ASKD@CT3C,,>CÖC`LCÖ0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

690.

1003542

[B 7C ACä: D,,:Cä;](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

691.

1003541

[POBEDA-2014 · Tutorial](#)

Rating: — · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[Camillus's solution](#)

692.

100100A

[A · Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

693.

100135A

[A · Tutorial](#)

Rating: — · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

694.

100235A

[A · Tutorial](#)

Rating: — · first AC: 2021-03-18 · MS C++ 2017 (first AC) · Tags: —

[Camillus's solution](#)

695.

100249D

[B 0C ACÄ5CÐ](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

696.

100249C

[A \\$D AD\\$0CÔ>C\\$;CT=C,,5 CÄ0D AC,,2C](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

697.

100249B

[A 0Cä@CäA C,,7CÄ5CÔ5CÔ8Dò =C >D\\$@CT7C=5](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

698.

100249A

[B -CÄ=C =C >D\\$@CT7C=5](#)

Rating: — · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

699.

1029367

[B T D r d ,,8CR @ C AC= @ C AC=8](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

700.

1029366

[B 8 D r Q](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

701.

1029365

[A=005C04C @DÂ =C C'LDD5 Bd5C0BC 2D 0](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

702.

1029353

[A..7CÄ5C0QC0=C O AD A](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

703.

1029352

[B 00010,,5C08CR BC 1C'8DdK](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

704.

1029351

[AD20riaAD\\$0C0:C](#)

Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)

705.

102651A

[The Battle of Giants · Tutorial](#)

Rating: — · first AC: 2020-11-23 · Python 3 (first AC) · Tags: —

[Camillus's solution](#)

706.

102651B

[Tetris Remastered · Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Camillus's solution](#)