

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

# Unique solved — DungBDT

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 90

1.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[DungBDT's solution](#)

2.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[DungBDT's solution](#)

3.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy

[DungBDT's solution](#)

4.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[DungBDT's solution](#)

5.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,659 global accepts · Rating: 800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: math, probabilities

[DungBDT's solution](#)

6.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: geometry, math

[DungBDT's solution](#)

7.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[DungBDT's solution](#)

8.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, math

[DungBDT's solution](#)

9.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[DungBDT's solution](#)

10.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[DungBDT's solution](#)

**11.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, math  
[DungBDT's solution](#)

**12.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math, sortings  
[DungBDT's solution](#)

**13.**

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: games, greedy, implementation  
[DungBDT's solution](#)

**14.**

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[DungBDT's solution](#)

**15.**

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings  
[DungBDT's solution](#)

**16.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math  
[DungBDT's solution](#)

**17.**

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,078 global accepts · Rating: 1100 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[DungBDT's solution](#)

**18.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[DungBDT's solution](#)

**19.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[DungBDT's solution](#)

**20.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math  
[DungBDT's solution](#)

**21.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[DungBDT's solution](#)

**22.**

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[DungBDT's solution](#)

**23.**

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[DungBDT's solution](#)

**24.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[DungBDT's solution](#)

**25.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force

[DungBDT's solution](#)

**26.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[DungBDT's solution](#)

**27.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: dp, math

[DungBDT's solution](#)

**28.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[DungBDT's solution](#)

**29.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[DungBDT's solution](#)

**30.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[DungBDT's solution](#)

**31.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[DungBDT's solution](#)

**32.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[DungBDT's solution](#)

**33.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[DungBDT's solution](#)

**34.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[DungBDT's solution](#)

**35.**

1545A

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

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: sortings  
[DungBDT's solution](#)

**36.**

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-02 · last AC: 2020-11-02 · GNU C++11 (first AC) · Tags: math, number theory  
[DungBDT's solution](#)

**37.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[DungBDT's solution](#)

**38.**

1417C

[k-Amazing Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures  
[DungBDT's solution](#)

**39.**

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers  
[DungBDT's solution](#)

**40.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[DungBDT's solution](#)

**41.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[DungBDT's solution](#)

**42.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp,

strings

[DungBDT's solution](#)

**43.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[DungBDT's solution](#)

**44.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math

[DungBDT's solution](#)

**45.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[DungBDT's solution](#)

**46.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[DungBDT's solution](#)

**47.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[DungBDT's solution](#)

**48.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[DungBDT's solution](#)

**49.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[DungBDT's solution](#)

**50.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[DungBDT's solution](#)

**51.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[DungBDT's solution](#)

**52.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation

[DungBDT's solution](#)

**53.**

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[DungBDT's solution](#)

**54.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: implementation

[DungBDT's solution](#)

**55.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[DungBDT's solution](#)

**56.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[DungBDT's solution](#)

**57.**

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[DungBDT's solution](#)

**58.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[DungBDT's solution](#)

**59.**

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2021-08-17 · last AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[DungBDT's solution](#)

**60.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[DungBDT's solution](#)

**61.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[DungBDT's solution](#)

**62.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[DungBDT's solution](#)

**63.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[DungBDT's solution](#)

**64.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[DungBDT's solution](#)

**65.**

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[DungBDT's solution](#)

**66.**

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[DungBDT's solution](#)

**67.**

926J

[Segments](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2100 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DungBDT's solution](#)

**68.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[DungBDT's solution](#)

**69.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[DungBDT's solution](#)

**70.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[DungBDT's solution](#)

**71.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[DungBDT's solution](#)

**72.**

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DungBDT's solution](#)

**73.**

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[DungBDT's solution](#)

**74.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DungBDT's solution](#)

**75.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[DungBDT's solution](#)

**76.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[DungBDT's solution](#)

**77.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DungBDT's solution](#)

**78.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[DungBDT's solution](#)

**79.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[DungBDT's solution](#)

**80.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[DungBDT's solution](#)

**81.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[DungBDT's solution](#)

**82.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[DungBDT's solution](#)

**83.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: graphs, shortest paths, sortings

[DungBDT's solution](#)

**84.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[DungBDT's solution](#)

**85.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[DungBDT's solution](#)

**86.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[DungBDT's solution](#)

**87.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[DungBDT's solution](#)

**88.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[DungBDT's solution](#)

**89.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-10 · last AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[DungBDT's solution](#)

**90.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[DungBDT's solution](#)