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Unique solved — E.Space

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

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

Filters: none

Count: 175

- 1.**
2084A
[Max and Mod](#) · [Tutorial](#)
Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[E.Space's solution](#)
- 2.**
1772B
[Matrix Rotation](#) · [Tutorial](#)
Quality: 33,099 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[E.Space's solution](#)
- 3.**
1772A
[A+B?](#) · [Tutorial](#)
Quality: 60,422 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[E.Space's solution](#)
- 4.**
1658A
[Marin and Photoshoot](#) · [Tutorial](#)
Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[E.Space's solution](#)
- 5.**
1658B
[Marin and Anti-coprime Permutation](#) · [Tutorial](#)
Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[E.Space's solution](#)
- 6.**
1656A
[Good Pairs](#) · [Tutorial](#)
Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
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- 7.**
1096A
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Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[E.Space's solution](#)
- 8.**
1041A
[Heist](#) · [Tutorial](#)
Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[E.Space's solution](#)
- 9.**
746A
[Compute](#) · [Tutorial](#)
Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, math
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10.

723A

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11.

721A

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12.

716A

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Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: implementation

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13.

711A

[Bus to Udayland](#) · [Tutorial](#)

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14.

710A

[King Moves](#) · [Tutorial](#)

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15.

707A

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Quality: 55,788 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation

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16.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

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17.

746B

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Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings

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18.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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19.

1770A

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

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20.

1772C

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Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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21.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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22.

1182A

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[E.Space's solution](#)

23.

1041B

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Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math
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24.

864B

[Polycarp and Letters](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[E.Space's solution](#)

25.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: implementation, sortings
[E.Space's solution](#)

26.

2084B

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Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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27.

1656B

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Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
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28.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · GNU C++ (first AC) · Tags: data structures, implementation
[E.Space's solution](#)

29.

723B

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Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings
[E.Space's solution](#)

30.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings
[E.Space's solution](#)

31.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,392 global accepts · Rating: 1100 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: implementation
[E.Space's solution](#)

32.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: brute force, implementation

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33.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[E.Space's solution](#)

34.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[E.Space's solution](#)

35.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[E.Space's solution](#)

36.

1237B

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Quality: 22,775 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, two pointers

[E.Space's solution](#)

37.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[E.Space's solution](#)

38.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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39.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs

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40.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,710 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[E.Space's solution](#)

41.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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42.

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[E.Space's solution](#)

43.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: greedy

[E.Space's solution](#)

44.

602B

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

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[E.Space's solution](#)

45.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[E.Space's solution](#)

46.

710B

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: brute force, sortings

[E.Space's solution](#)

47.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

[E.Space's solution](#)

48.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: greedy, implementation, math

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49.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[E.Space's solution](#)

50.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[E.Space's solution](#)

51.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++ (first AC) · Tags: constructive algorithms, math

[E.Space's solution](#)

52.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: math, number theory

[E.Space's solution](#)

53.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[E.Space's solution](#)

54.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[E.Space's solution](#)

55.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[E.Space's solution](#)

56.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

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57.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[E.Space's solution](#)

58.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,238 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[E.Space's solution](#)

59.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++ (first AC) · Tags: graphs, greedy, number theory, shortest paths

[E.Space's solution](#)

60.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[E.Space's solution](#)

61.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[E.Space's solution](#)

62.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[E.Space's solution](#)

63.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: graphs

[E.Space's solution](#)

64.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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65.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[E.Space's solution](#)

66.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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67.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[E.Space's solution](#)

68.

1086B

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

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[E.Space's solution](#)

69.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

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70.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, dfs and similar

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71.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · GNU C++ (first AC) · Tags: math, number theory

[E.Space's solution](#)

72.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-09-23 · GNU C++ (first AC) · Tags: dp, implementation, math

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73.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: dp

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74.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

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75.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

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76.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · GNU C++ (first AC) · Tags: combinatorics, math

[E.Space's solution](#)

77.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-03 · GNU C++ (first AC) · Tags: *special, probabilities

[E.Space's solution](#)

78.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: dp, graphs

[E.Space's solution](#)

79.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[E.Space's solution](#)

80.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[E.Space's solution](#)

81.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[E.Space's solution](#)

82.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-23 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, interactive

[E.Space's solution](#)

83.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[E.Space's solution](#)

84.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[E.Space's solution](#)

85.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[E.Space's solution](#)

86.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[E.Space's solution](#)

87.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[E.Space's solution](#)

88.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: dp, sortings

[E.Space's solution](#)

89.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, math

[E.Space's solution](#)

90.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[E.Space's solution](#)

91.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[E.Space's solution](#)

92.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[E.Space's solution](#)

93.

602D

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

Rating: 2100 · first AC: 2016-08-31 · GNU C++ (first AC) · Tags: math

[E.Space's solution](#)

94.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[E.Space's solution](#)

95.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[E.Space's solution](#)

96.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2018-09-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[E.Space's solution](#)

97.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[E.Space's solution](#)

98.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[E.Space's solution](#)

99.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[E.Space's solution](#)

100.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[E.Space's solution](#)

101.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[E.Space's solution](#)

102.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, implementation

[E.Space's solution](#)

103.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[E.Space's solution](#)

104.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

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105.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

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106.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

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107.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, two pointers

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108.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

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109.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

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110.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2019-01-08 · last AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[E.Space's solution](#)

111.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[E.Space's solution](#)

112.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[E.Space's solution](#)

113.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2018-05-29 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[E.Space's solution](#)

114.

1064F

[Candies for Children](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E.Space's solution](#)

115.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[E.Space's solution](#)

116.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[E.Space's solution](#)

117.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[E.Space's solution](#)

118.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2018-05-18 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[E.Space's solution](#)

119.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2017-11-27 · GNU C++ (first AC) · Tags: data structures, dsu

[E.Space's solution](#)

120.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[E.Space's solution](#)

121.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2018-01-07 · last AC: 2018-01-07 · GNU C++ (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[E.Space's solution](#)

122.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[E.Space's solution](#)

123.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy

[E.Space's solution](#)

124.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[E.Space's solution](#)

125.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2018-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[E.Space's solution](#)

126.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2019-05-20 · last AC: 2019-05-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, trees

[E.Space's solution](#)

127.

2215F

[Research](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3500 · first AC: 2026-04-14 · last AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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128.

104071B

[UjNqNtUμ](#)

Rating: — · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

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129.

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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130.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[E.Space's solution](#)

131.

101955G

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Rating: — · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

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132.

101955C

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133.

101955J

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134.

102394C

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135.

102394E

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136.

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137.

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138.

102394K

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139.

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140.

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141.

102268K

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142.

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143.

102268C

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144.

102268B

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145.

102268E

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146.

102268F

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147.

102055J

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148.

102055D

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149.

102055K

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150.

102055I

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151.

102055B

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152.

102055L

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153.

102055G

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154.

102055A

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155.

102155D

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156.

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157.

102155F

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158.

102155G

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159.

102155K

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160.

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161.

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162.

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163.

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164.

102222M

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165.

102222E

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166.

102222L

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167.

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102222K

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169.

102222H

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170.

102222G

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