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Unique solved — EternalAlexander

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

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Count: 755

1.

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802G1

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4.

2009B

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5.

2009A

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6.

1131A

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7.

1907A

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8.

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9.

1220A

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10.

1895A

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11.

748A

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12.

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1882A

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14.

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15.

932A

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18.

1758A

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19.

1849A

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20.

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21.

1450A

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22.

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23.

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24.

1530A

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25.

1787A

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26.

1228A

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27.

1604A

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28.

1519A

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29.

959A

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30.

1173A

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31.

1759A

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32.

1773F

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1765B

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34.

1742A

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35.

1742B

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36.

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37.

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38.

822A

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41.

1351A

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42.

1337A

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43.

1305A

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44.

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45.

177A2

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46.

1257A

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47.

1060A

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48.

994A

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49.

1244A

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50.

1206A

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51.

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52.

1091A

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53.

1081A

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54.

1080A

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55.

1030A

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56.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

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57.

1013A

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58.

1003A

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59.

988A

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60.

876A

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61.

1879B

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62.

1758B

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63.

1742C

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64.

1737A

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65.

1475B

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66.

1475A

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67.

1468N

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1337B

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69.

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70.

1206B

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71.

1080B

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72.

1A

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73.

1907B

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74.

1906A

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75.

1023B

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76.

1859B

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77.

1858C

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78.

1849B

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79.

1847B

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81.

742A

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82.

805B

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83.

909A

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84.

1766B

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85.

195A

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86.

1248A

[Integer Points](#) · [Tutorial](#)

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87.

1809B

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88.

1785A

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89.

1765M

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90.

1765E

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Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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91.

1704B

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92.

1469B

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93.

1469A

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94.

804A

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95.

400A

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96.

1244B

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97.

1204A

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98.

1181A

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99.

1059A

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100.

998A

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Quality: 10,108 global accepts · Rating: 1000 · first AC: 2018-07-01 · last AC: 2018-07-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

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101.

723B

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102.

2009C

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Quality: 33,007 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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103.

1910A

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104.

1867B

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105.

1742D

[Coprime](#) · [Tutorial](#)

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106.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,370 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[EternalAlexander's solution](#)

107.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · last AC: 2020-01-26 · GNU C++11 (first AC) · Tags: greedy

[EternalAlexander's solution](#)

108.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[EternalAlexander's solution](#)

109.

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[EternalAlexander's solution](#)

110.

1030B

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

Quality: 13,228 global accepts · Rating: 1100 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: geometry

[EternalAlexander's solution](#)

111.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[EternalAlexander's solution](#)

112.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-06-01 · Python 2 (first AC) · Tags: sortings, strings

[EternalAlexander's solution](#)

113.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2024-12-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[EternalAlexander's solution](#)

114.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[EternalAlexander's solution](#)

115.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[EternalAlexander's solution](#)

116.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2023-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[EternalAlexander's solution](#)

117.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2023-04-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[EternalAlexander's solution](#)

118.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,612 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[EternalAlexander's solution](#)

119.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[EternalAlexander's solution](#)

120.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,787 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[EternalAlexander's solution](#)

121.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, graphs, implementation
[EternalAlexander's solution](#)

122.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,394 global accepts · Rating: 1200 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[EternalAlexander's solution](#)

123.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[EternalAlexander's solution](#)

124.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[EternalAlexander's solution](#)

125.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: sortings
[EternalAlexander's solution](#)

126.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[EternalAlexander's solution](#)

127.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · last AC: 2018-12-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[EternalAlexander's solution](#)

128.

1023C

[Bracket Subsequence](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · last AC: 2018-08-18 · GNU C++ (first AC) · Tags: greedy
[EternalAlexander's solution](#)

129.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · last AC: 2018-08-18 · PyPy 2 (first AC) · Tags: brute force, implementation,

strings

[EternalAlexander's solution](#)

130.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · last AC: 2018-07-31 · GNU C++ (first AC) · Tags: greedy

[EternalAlexander's solution](#)

131.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · last AC: 2018-07-02 · GNU C++ (first AC) · Tags: dp, greedy, sortings

[EternalAlexander's solution](#)

132.

1016B

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

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[EternalAlexander's solution](#)

133.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 1300 · first AC: 2024-11-19 · last AC: 2024-11-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy, math

[EternalAlexander's solution](#)

134.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1300 · first AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[EternalAlexander's solution](#)

135.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[EternalAlexander's solution](#)

136.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[EternalAlexander's solution](#)

137.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[EternalAlexander's solution](#)

138.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,415 global accepts · Rating: 1300 · first AC: 2023-09-25 · Java 17 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[EternalAlexander's solution](#)

139.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,105 global accepts · Rating: 1300 · first AC: 2023-09-24 · Java 17 (first AC) · Tags: combinatorics, dp, greedy

[EternalAlexander's solution](#)

140.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2023-09-13 · JavaScript (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[EternalAlexander's solution](#)

141.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[EternalAlexander's solution](#)

142.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[EternalAlexander's solution](#)

143.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · last AC: 2020-11-21 · GNU C++ (first AC) · Tags: implementation, math

[EternalAlexander's solution](#)

144.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[EternalAlexander's solution](#)

145.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: implementation

[EternalAlexander's solution](#)

146.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, strings

[EternalAlexander's solution](#)

147.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation

[EternalAlexander's solution](#)

148.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[EternalAlexander's solution](#)

149.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: implementation

[EternalAlexander's solution](#)

150.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[EternalAlexander's solution](#)

151.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: brute force, implementation, math

[EternalAlexander's solution](#)

152.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · last AC: 2018-07-04 · GNU C++ (first AC) · Tags: constructive algorithms

[EternalAlexander's solution](#)

153.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,664 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[EternalAlexander's solution](#)

154.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,773 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[EternalAlexander's solution](#)

155.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,567 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[EternalAlexander's solution](#)

156.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[EternalAlexander's solution](#)

157.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,967 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[EternalAlexander's solution](#)

158.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[EternalAlexander's solution](#)

159.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[EternalAlexander's solution](#)

160.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[EternalAlexander's solution](#)

161.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[EternalAlexander's solution](#)

162.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: combinatorics, greedy, implementation, math

[EternalAlexander's solution](#)

163.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,120 global accepts · Rating: 1400 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: implementation, strings

[EternalAlexander's solution](#)

164.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,656 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[EternalAlexander's solution](#)

165.

612C

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

Quality: 9,857 global accepts · Rating: 1400 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: data structures, expression parsing, math

[EternalAlexander's solution](#)

166.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: dp, greedy

[EternalAlexander's solution](#)

167.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2019-11-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[EternalAlexander's solution](#)

168.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[EternalAlexander's solution](#)

169.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · last AC: 2018-12-31 · GNU C++11 (first AC) · Tags: math, number theory

[EternalAlexander's solution](#)

170.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · last AC: 2018-06-01 · Python 2 (first AC) · Tags: implementation, sortings

[EternalAlexander's solution](#)

171.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2024-11-27 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[EternalAlexander's solution](#)

172.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,462 global accepts · Rating: 1500 · first AC: 2023-09-25 · Java 17 (first AC) · Tags: brute force, greedy

[EternalAlexander's solution](#)

173.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-09-13 · JavaScript (first AC) · Tags: math, sortings

[EternalAlexander's solution](#)

174.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[EternalAlexander's solution](#)

175.

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[EternalAlexander's solution](#)

176.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[EternalAlexander's solution](#)

177.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[EternalAlexander's solution](#)

178.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[EternalAlexander's solution](#)

179.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[EternalAlexander's solution](#)

180.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[EternalAlexander's solution](#)

181.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[EternalAlexander's solution](#)

182.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[EternalAlexander's solution](#)

183.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[EternalAlexander's solution](#)

184.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1500 · first AC: 2018-04-30 · last AC: 2020-11-21 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[EternalAlexander's solution](#)

185.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[EternalAlexander's solution](#)

186.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: implementation, strings

[EternalAlexander's solution](#)

187.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[EternalAlexander's solution](#)

188.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[EternalAlexander's solution](#)

189.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[EternalAlexander's solution](#)

190.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-06-16 · PyPy 2 (first AC) · Tags: greedy, implementation, strings

[EternalAlexander's solution](#)

191.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[EternalAlexander's solution](#)

192.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2018-12-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[EternalAlexander's solution](#)

193.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: brute force, implementation, math, sortings
[EternalAlexander's solution](#)

194.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: implementation, math

[EternalAlexander's solution](#)

195.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-02 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math

[EternalAlexander's solution](#)

196.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-02 · GNU C++ (first AC) · Tags: math

[EternalAlexander's solution](#)

197.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[EternalAlexander's solution](#)

198.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[EternalAlexander's solution](#)

199.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,791 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory

[EternalAlexander's solution](#)

200.

1875D

[Jellyfish and Mex](#) · [Tutorial](#)

Quality: 11,403 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[EternalAlexander's solution](#)

201.

1849C

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

Quality: 12,530 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[EternalAlexander's solution](#)

202.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[EternalAlexander's solution](#)

203.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[EternalAlexander's solution](#)

204.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[EternalAlexander's solution](#)

205.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[EternalAlexander's solution](#)

206.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[EternalAlexander's solution](#)

207.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[EternalAlexander's solution](#)

208.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[EternalAlexander's solution](#)

209.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,291 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[EternalAlexander's solution](#)

210.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[EternalAlexander's solution](#)

211.

1423K

[Lonely Numbers](#) · [Tutorial](#)

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212.

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213.

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1030D

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1920D

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1895D

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294.

553B

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1421D

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1882D

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301.

1846G

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304.

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305.

1704D

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372B

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367B

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309.

1444B

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310.

1434A

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311.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

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312.

1404B

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Quality: 8,184 global accepts · Rating: 1900 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

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313.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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314.

463D

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Quality: 7,296 global accepts · Rating: 1900 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

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315.

883G

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Quality: 1,518 global accepts · Rating: 1900 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

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316.

835D

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Quality: 4,660 global accepts · Rating: 1900 · first AC: 2019-11-14 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

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317.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,404 global accepts · Rating: 1900 · first AC: 2019-12-10 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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318.

682D

[Alyona and Strings](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: dp, strings

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319.

1181C

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Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, implementation

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320.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-31 · GNU C++ (first AC) · Tags: dp

[EternalAlexander's solution](#)

321.

1013E

[Hills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: dp

[EternalAlexander's solution](#)

322.

1910F

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Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[EternalAlexander's solution](#)

323.

954G

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Quality: 2,400 global accepts · Rating: 2000 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

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324.

1891F

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Quality: 4,775 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[EternalAlexander's solution](#)

325.

1061D

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Quality: 2,560 global accepts · Rating: 2000 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[EternalAlexander's solution](#)

326.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EternalAlexander's solution](#)

327.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2023-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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328.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-09-18 · Java 17 (first AC) · Tags: brute force, math

[EternalAlexander's solution](#)

329.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-09-18 · Java 17 (first AC) · Tags: data structures, greedy, sortings, two pointers

[EternalAlexander's solution](#)

330.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[EternalAlexander's solution](#)

331.

1857G

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Quality: 5,484 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[EternalAlexander's solution](#)

332.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

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333.

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[EternalAlexander's solution](#)

334.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[EternalAlexander's solution](#)

335.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[EternalAlexander's solution](#)

336.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2020-02-14 · last AC: 2023-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy
[EternalAlexander's solution](#)

337.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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338.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2023-03-28 · PyPy 3 (first AC) · Tags: dp, greedy, sortings
[EternalAlexander's solution](#)

339.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2020-12-28 · last AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[EternalAlexander's solution](#)

340.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules
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341.

367C

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Quality: 1,924 global accepts · Rating: 2000 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings
[EternalAlexander's solution](#)

342.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[EternalAlexander's solution](#)

343.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
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344.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[EternalAlexander's solution](#)

345.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[EternalAlexander's solution](#)

346.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, data structures, dp
[EternalAlexander's solution](#)

347.

1294F

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Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[EternalAlexander's solution](#)

348.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[EternalAlexander's solution](#)

349.

940E

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Quality: 4,390 global accepts · Rating: 2000 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[EternalAlexander's solution](#)

350.

1244E

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Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[EternalAlexander's solution](#)

351.

1244C

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Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[EternalAlexander's solution](#)

352.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[EternalAlexander's solution](#)

353.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, dp

[EternalAlexander's solution](#)

354.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-02 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[EternalAlexander's solution](#)

355.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-01 · GNU C++ (first AC) · Tags: brute force, combinatorics, greedy

[EternalAlexander's solution](#)

356.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, dp

[EternalAlexander's solution](#)

357.

1906J

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Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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358.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[EternalAlexander's solution](#)

359.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-09-18 · Java 17 (first AC) · Tags: divide and conquer, interactive

[EternalAlexander's solution](#)

360.

1710B

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Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[EternalAlexander's solution](#)

361.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

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362.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: —

[EternalAlexander's solution](#)

363.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dp, math, number theory

[EternalAlexander's solution](#)

364.

372C

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Quality: 4,932 global accepts · Rating: 2100 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[EternalAlexander's solution](#)

365.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[EternalAlexander's solution](#)

366.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[EternalAlexander's solution](#)

367.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[EternalAlexander's solution](#)

368.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[EternalAlexander's solution](#)

369.

306B

[Optimizer](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2100 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[EternalAlexander's solution](#)

370.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, dp, math, number theory, trees

[EternalAlexander's solution](#)

371.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle

[EternalAlexander's solution](#)

372.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2018-08-23 · GNU C++ (first AC) · Tags: flows, graphs, math

[EternalAlexander's solution](#)

373.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[EternalAlexander's solution](#)

374.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[EternalAlexander's solution](#)

375.

1906H

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Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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376.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

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377.

1860D

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Quality: 3,600 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[EternalAlexander's solution](#)

378.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

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379.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[EternalAlexander's solution](#)

380.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[EternalAlexander's solution](#)

381.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[EternalAlexander's solution](#)

382.

1641C

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Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[EternalAlexander's solution](#)

383.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[EternalAlexander's solution](#)

384.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[EternalAlexander's solution](#)

385.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[EternalAlexander's solution](#)

386.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[EternalAlexander's solution](#)

387.

402E

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Quality: 2,329 global accepts · Rating: 2200 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: graphs, math

[EternalAlexander's solution](#)

388.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math

[EternalAlexander's solution](#)

389.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

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390.

1468H

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Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[EternalAlexander's solution](#)

391.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: dp, greedy

[EternalAlexander's solution](#)

392.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[EternalAlexander's solution](#)

393.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dp, strings

[EternalAlexander's solution](#)

394.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[EternalAlexander's solution](#)

395.

366E

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Quality: 844 global accepts · Rating: 2200 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[EternalAlexander's solution](#)

396.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[EternalAlexander's solution](#)

397.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[EternalAlexander's solution](#)

398.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[EternalAlexander's solution](#)

399.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[EternalAlexander's solution](#)

400.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-19 · Java 17 (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[EternalAlexander's solution](#)

401.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[EternalAlexander's solution](#)

402.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[EternalAlexander's solution](#)

403.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

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404.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2021-01-03 · last AC: 2021-01-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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405.

1468M

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406.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2020-12-18 · last AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[EternalAlexander's solution](#)

407.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[EternalAlexander's solution](#)

408.

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[EternalAlexander's solution](#)

409.

1086C

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

Rating: 2300 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[EternalAlexander's solution](#)

410.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[EternalAlexander's solution](#)

411.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[EternalAlexander's solution](#)

412.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[EternalAlexander's solution](#)

413.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · last AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[EternalAlexander's solution](#)

414.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[EternalAlexander's solution](#)

415.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,398 global accepts · Rating: 2300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[EternalAlexander's solution](#)

416.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: dp, strings

[EternalAlexander's solution](#)

417.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[EternalAlexander's solution](#)

418.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[EternalAlexander's solution](#)

419.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · Java 17 (first AC) · Tags: brute force, constructive algorithms, dfs and

similar, graphs, implementation, interactive, trees

[EternalAlexander's solution](#)

420.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[EternalAlexander's solution](#)

421.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[EternalAlexander's solution](#)

422.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[EternalAlexander's solution](#)

423.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[EternalAlexander's solution](#)

424.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[EternalAlexander's solution](#)

425.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[EternalAlexander's solution](#)

426.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[EternalAlexander's solution](#)

427.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar

[EternalAlexander's solution](#)

428.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[EternalAlexander's solution](#)

429.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[EternalAlexander's solution](#)

430.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[EternalAlexander's solution](#)

431.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: dp
[EternalAlexander's solution](#)

432.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[EternalAlexander's solution](#)

433.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[EternalAlexander's solution](#)

434.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · last AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees
[EternalAlexander's solution](#)

435.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[EternalAlexander's solution](#)

436.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math
[EternalAlexander's solution](#)

437.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[EternalAlexander's solution](#)

438.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-19 · Java 17 (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[EternalAlexander's solution](#)

439.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[EternalAlexander's solution](#)

440.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[EternalAlexander's solution](#)

441.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[EternalAlexander's solution](#)

442.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[EternalAlexander's solution](#)

443.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[EternalAlexander's solution](#)

444.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[EternalAlexander's solution](#)

445.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[EternalAlexander's solution](#)

446.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[EternalAlexander's solution](#)

447.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation

[EternalAlexander's solution](#)

448.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[EternalAlexander's solution](#)

449.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[EternalAlexander's solution](#)

450.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[EternalAlexander's solution](#)

451.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[EternalAlexander's solution](#)

452.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[EternalAlexander's solution](#)

453.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[EternalAlexander's solution](#)

454.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[EternalAlexander's solution](#)

455.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[EternalAlexander's solution](#)

456.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

457.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-03 · GNU C++11 (first AC) · Tags: data structures, greedy

[EternalAlexander's solution](#)

458.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-06-02 · last AC: 2020-06-02 · GNU C++11 (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[EternalAlexander's solution](#)

459.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[EternalAlexander's solution](#)

460.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: data structures, math, probabilities

[EternalAlexander's solution](#)

461.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[EternalAlexander's solution](#)

462.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[EternalAlexander's solution](#)

463.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: dp

[EternalAlexander's solution](#)

464.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[EternalAlexander's solution](#)

465.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[EternalAlexander's solution](#)

466.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, trees

[EternalAlexander's solution](#)

467.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[EternalAlexander's solution](#)

468.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[EternalAlexander's solution](#)

469.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[EternalAlexander's solution](#)

470.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[EternalAlexander's solution](#)

471.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[EternalAlexander's solution](#)

472.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[EternalAlexander's solution](#)

473.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[EternalAlexander's solution](#)

474.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[EternalAlexander's solution](#)

475.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[EternalAlexander's solution](#)

476.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[EternalAlexander's solution](#)

477.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[EternalAlexander's solution](#)

478.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[EternalAlexander's solution](#)

479.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2019-12-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[EternalAlexander's solution](#)

480.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: data structures, math

[EternalAlexander's solution](#)

481.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2019-11-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[EternalAlexander's solution](#)

482.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: brute force, data structures

[EternalAlexander's solution](#)

483.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[EternalAlexander's solution](#)

484.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[EternalAlexander's solution](#)

485.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[EternalAlexander's solution](#)

486.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[EternalAlexander's solution](#)

487.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[EternalAlexander's solution](#)

488.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[EternalAlexander's solution](#)

489.

1131G

[Most Dangerous Shark](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2700 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, two pointers

[EternalAlexander's solution](#)

490.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[EternalAlexander's solution](#)

491.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[EternalAlexander's solution](#)

492.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[EternalAlexander's solution](#)

493.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[EternalAlexander's solution](#)

494.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[EternalAlexander's solution](#)

495.

1510E

[Equilibrium Point](#) [\textbackslash\textbackslash](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: —

[EternalAlexander's solution](#)

496.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[EternalAlexander's solution](#)

497.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: binary search, dsu, trees

[EternalAlexander's solution](#)

498.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[EternalAlexander's solution](#)

499.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[EternalAlexander's solution](#)

500.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[EternalAlexander's solution](#)

501.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[EternalAlexander's solution](#)

502.

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math
[EternalAlexander's solution](#)

503.

995F

[Cowcompany Cowcompensation · Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees
[EternalAlexander's solution](#)

504.

1313E

[Concatenation with intersection · Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers
[EternalAlexander's solution](#)

505.

938F

[Erasing Substrings · Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
[EternalAlexander's solution](#)

506.

1935F

[Andrey's Tree · Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees
[EternalAlexander's solution](#)

507.

1842G

[Tenzing and Random Operations · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-09 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[EternalAlexander's solution](#)

508.

1874D

[Jellyfish and Miku · Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, math, probabilities
[EternalAlexander's solution](#)

509.

1879F

[Last Man Standing · Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory
[EternalAlexander's solution](#)

510.

1852D

[Miriany and Matchstick · Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[EternalAlexander's solution](#)

511.

1830D

[Mex Tree · Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[EternalAlexander's solution](#)

512.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory

[EternalAlexander's solution](#)

513.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[EternalAlexander's solution](#)

514.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[EternalAlexander's solution](#)

515.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees

[EternalAlexander's solution](#)

516.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[EternalAlexander's solution](#)

517.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: math

[EternalAlexander's solution](#)

518.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[EternalAlexander's solution](#)

519.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[EternalAlexander's solution](#)

520.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[EternalAlexander's solution](#)

521.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2021-01-31 · last AC: 2023-10-01 · GNU C++11 (first AC) · Tags: data structures

[EternalAlexander's solution](#)

522.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-09-25 · Java 17 (first AC) · Tags: dfs and similar, graphs, math, number theory

[EternalAlexander's solution](#)

523.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[EternalAlexander's solution](#)

524.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[EternalAlexander's solution](#)

525.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[EternalAlexander's solution](#)

526.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[EternalAlexander's solution](#)

527.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[EternalAlexander's solution](#)

528.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[EternalAlexander's solution](#)

529.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy

[EternalAlexander's solution](#)

530.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[EternalAlexander's solution](#)

531.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: flows, graph matchings

[EternalAlexander's solution](#)

532.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[EternalAlexander's solution](#)

533.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-05-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[EternalAlexander's solution](#)

534.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[EternalAlexander's solution](#)

535.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dp

[EternalAlexander's solution](#)

536.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dp, trees

[EternalAlexander's solution](#)

537.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[EternalAlexander's solution](#)

538.

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[EternalAlexander's solution](#)

539.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[EternalAlexander's solution](#)

540.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[EternalAlexander's solution](#)

541.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[EternalAlexander's solution](#)

542.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[EternalAlexander's solution](#)

543.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[EternalAlexander's solution](#)

544.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[EternalAlexander's solution](#)

545.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[EternalAlexander's solution](#)

546.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[EternalAlexander's solution](#)

547.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[EternalAlexander's solution](#)

548.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-09-12 · last AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[EternalAlexander's solution](#)

549.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[EternalAlexander's solution](#)

550.

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[EternalAlexander's solution](#)

551.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[EternalAlexander's solution](#)

552.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[EternalAlexander's solution](#)

553.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, two pointers

[EternalAlexander's solution](#)

554.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2019-02-14 · last AC: 2019-02-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[EternalAlexander's solution](#)

555.

1895G

[Two Characters, Two Colors](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 3100 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[EternalAlexander's solution](#)

556.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[EternalAlexander's solution](#)

557.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 355 global accepts · Rating: 3100 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[EternalAlexander's solution](#)

558.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, games

[EternalAlexander's solution](#)

559.

446E

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

Quality: 143 global accepts · Rating: 3100 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[EternalAlexander's solution](#)

560.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[EternalAlexander's solution](#)

561.

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2020-05-11 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: dp, greedy, math, probabilities

[EternalAlexander's solution](#)

562.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[EternalAlexander's solution](#)

563.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[EternalAlexander's solution](#)

564.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive
[EternalAlexander's solution](#)

565.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2019-11-29 · last AC: 2019-11-29 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[EternalAlexander's solution](#)

566.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math
[EternalAlexander's solution](#)

567.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[EternalAlexander's solution](#)

568.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math
[EternalAlexander's solution](#)

569.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[EternalAlexander's solution](#)

570.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, two pointers
[EternalAlexander's solution](#)

571.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees
[EternalAlexander's solution](#)

572.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

573.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

574.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

575.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

576.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

577.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

578.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

579.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

580.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

581.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

582.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

583.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

584.

103861G

[Check Pattern is Bad](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

585.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

586.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

587.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

588.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

589.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

590.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

591.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

592.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

593.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

594.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

595.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

596.

103119L

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

Rating: — · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

597.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

598.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

599.

104270F

[Tournament](#) · [Tutorial](#)

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

[EternalAlexander's solution](#)

600.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

601.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

602.

104270D

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

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

[EternalAlexander's solution](#)

603.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

604.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

605.

104270C

[Flippy Sequence](#) · [Tutorial](#)

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

[EternalAlexander's solution](#)

606.

104270M

[Function and Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

607.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

608.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

609.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

610.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

611.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

612.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

613.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

614.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

615.

104461J

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

616.

104461H

[Binary Tree Restoring](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

617.

104461G

[Yet Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

618.

104461D

[Let's Chat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

619.

104461F

[Heap Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

620.

104461C

[What Kind of Friends Are You?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

621.

104461E

[Seven Segment Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

622.

104461B

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

623.

104461A

[Cooking Competition](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

624.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

625.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

626.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

627.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

628.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

629.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[EternalAlexander's solution](#)

630.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, expression parsing, strings

[EternalAlexander's solution](#)

631.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

632.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

633.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

634.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

635.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

636.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

637.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

638.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

639.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

640.

104128M

[Drain the Water Tank](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

641.

104128A

[Stop, Yesterday Please No More](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

642.

104128D

[Chat Program](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

643.

104128E

[Color the Tree](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

644.

104128G

[Inscryption](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

645.

104128I

[Perfect Palindrome](#) · Tutorial

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

646.

104090I

[Guess Cycle Length](#) · Tutorial

Rating: — · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

647.

104090G

[Subgraph Isomorphism](#) · Tutorial

Rating: — · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

648.

104090C

[No Bug No Game](#) · Tutorial

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

649.

104090K

[Master of Both](#) · Tutorial

Rating: — · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

650.

104090A

[Modulo Ruins the Legend](#) · Tutorial

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

651.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

652.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

653.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

654.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

655.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

656.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

657.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

658.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

659.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

660.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

661.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

662.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

663.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

664.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

665.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

666.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

667.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

668.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

669.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

670.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

671.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

672.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

673.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

674.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

675.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

676.

103447B

[Magical Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

677.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

678.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

679.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

680.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

681.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

682.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

683.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[EternalAlexander's solution](#)

684.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

685.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

686.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

687.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[EternalAlexander's solution](#)

688.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

689.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[EternalAlexander's solution](#)

690.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

691.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[EternalAlexander's solution](#)

692.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[EternalAlexander's solution](#)

693.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

694.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[EternalAlexander's solution](#)

695.

101879A

[Studying level curves](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

696.

101879K

[Portuguese Pastimes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

697.

101879C

[Promenade by the lake](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

698.

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

699.

101879D

[Maximizing Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

700.

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

701.

101879H

[Wine Production](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

702.

101879F

[Optimizing Transportation in Portugal](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

703.

101879B

[Aesthetics in poetry](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

704.

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

705.

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

706.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

707.

103104C

[Data structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

708.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

709.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

710.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

711.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

712.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

713.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

714.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

715.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

716.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

717.

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

718.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

719.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

720.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

721.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

722.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

723.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

724.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

725.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

726.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

727.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[EternalAlexander's solution](#)

728.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

729.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

730.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

731.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

732.

103081K

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

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

733.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

734.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

735.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

736.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

737.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[EternalAlexander's solution](#)

738.

103069D

[City Brain](#) · [Tutorial](#)

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399B

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