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Unique solved — GGMU

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

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Count: 486

1.

1462B

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2.

1462A

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3.

1455A

[Strange Functions](#) · [Tutorial](#)

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4.

1457A

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5.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: [greedy](#)

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6.

1452A

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7.

1433B

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

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8.

1433A

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Quality: 62,660 global accepts · Rating: 800 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: [implementation](#), [math](#)

[GGMU's solution](#)

9.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 800 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

[GGMU's solution](#)

10.

1426A

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11.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: implementation, math
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12.

1392A

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13.

1409A

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

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[GGMU's solution](#)

14.

1104A

[Splitting into digits](#) · [Tutorial](#)

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15.

1388A

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16.

1367B

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17.

1367A

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18.

1358A

[Park Lighting](#) · [Tutorial](#)

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19.

1360B

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20.

1360A

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[GGMU's solution](#)

21.

1345A

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22.

1352A

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23.

1351A

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24.

1343B

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25.

1305A

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26.

1337A

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27.

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28.

1300A

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29.

1316A

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30.

1323A

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[GGMU's solution](#)

31.

1325B

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32.

1325A

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theory

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33.

1294A

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34.

1296A

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35.

1315A

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36.

1307A

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37.

1304A

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38.

1301A

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39.

1285A

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40.

1271A

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41.

1234A

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42.

1189A

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43.

1183A

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1185A

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46.

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47.

1150A

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48.

1152A

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49.

1144A

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50.

1131A

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51.

1118A

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1467A

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53.

1462C

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54.

1433C

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55.

1430A

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[GGMU's solution](#)

56.

1426B

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57.

1406A

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58.

1341A

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59.

1351B

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60.

1343A

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61.

1337B

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62.

1339A

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63.

1335B

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64.

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65.

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66.

1321A

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67.

1296B

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68.

1313A

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69.

1291A

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70.

1282A

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71.

1183B

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72.

1150B

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73.

1144B

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Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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74.

1138A

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75.

1476A

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76.

1430C

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77.

1388B

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78.

1362A

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79.

1359B

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80.

1359A

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81.

1358B

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82.

1342A

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83.

1333A

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84.

1300B

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85.

1326A

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Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

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86.

1277A

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87.

1265A

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Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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88.

1234B1

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89.

979A

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90.

1245A

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91.

1215A

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92.

1199B

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93.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1000 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation
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94.

1182A

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95.

1151A

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96.

1144C

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97.

1140A

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98.

1455C

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99.

1457B

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100.

1426C

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101.

1409B

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102.

1365A

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103.

1366A

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104.

1360C

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105.

1345B

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106.

1342B

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107.

1333B

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108.

1335C

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[GGMU's solution](#)

109.

1334B

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[GGMU's solution](#)

110.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[GGMU's solution](#)

111.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: math

[GGMU's solution](#)

112.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[GGMU's solution](#)

113.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[GGMU's solution](#)

114.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[GGMU's solution](#)

115.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[GGMU's solution](#)

116.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[GGMU's solution](#)

117.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[GGMU's solution](#)

118.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C11 (first AC) · Tags: brute force, implementation, strings

[GGMU's solution](#)

119.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C11 (first AC) · Tags: brute force, implementation

[GGMU's solution](#)

120.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[GGMU's solution](#)

121.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar

[GGMU's solution](#)

122.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[GGMU's solution](#)

123.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[GGMU's solution](#)

124.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[GGMU's solution](#)

125.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[GGMU's solution](#)

126.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[GGMU's solution](#)

127.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[GGMU's solution](#)

128.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[GGMU's solution](#)

129.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[GGMU's solution](#)

130.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[GGMU's solution](#)

131.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[GGMU's solution](#)

132.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: binary search, math
[GGMU's solution](#)

133.

1343C

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

Quality: 44,082 global accepts · Rating: 1200 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[GGMU's solution](#)

134.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[GGMU's solution](#)

135.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[GGMU's solution](#)

136.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math
[GGMU's solution](#)

137.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[GGMU's solution](#)

138.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: implementation, sortings
[GGMU's solution](#)

139.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: greedy
[GGMU's solution](#)

140.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[GGMU's solution](#)

141.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[GGMU's solution](#)

142.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[GGMU's solution](#)

143.

1150C

[Prefix Sum Primes](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[GGMU's solution](#)

144.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[GGMU's solution](#)

145.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[GGMU's solution](#)

146.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[GGMU's solution](#)

147.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[GGMU's solution](#)

148.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[GGMU's solution](#)

149.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[GGMU's solution](#)

150.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: combinatorics, math
[GGMU's solution](#)

151.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[GGMU's solution](#)

152.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[GGMU's solution](#)

153.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[GGMU's solution](#)

154.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: math, two pointers

[GGMU's solution](#)

155.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[GGMU's solution](#)

156.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: math, number theory

[GGMU's solution](#)

157.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[GGMU's solution](#)

158.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation

[GGMU's solution](#)

159.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[GGMU's solution](#)

160.

1323C

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

Rating: 1300 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[GGMU's solution](#)

161.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[GGMU's solution](#)

162.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[GGMU's solution](#)

163.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, strings

[GGMU's solution](#)

164.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry, greedy, math

[GGMU's solution](#)

165.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[GGMU's solution](#)

166.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[GGMU's solution](#)

167.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[GGMU's solution](#)

168.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[GGMU's solution](#)

169.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[GGMU's solution](#)

170.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[GGMU's solution](#)

171.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[GGMU's solution](#)

172.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[GGMU's solution](#)

173.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[GGMU's solution](#)

174.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[GGMU's solution](#)

175.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[GGMU's solution](#)

176.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · last AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[GGMU's solution](#)

177.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[GGMU's solution](#)

178.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[GGMU's solution](#)

179.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[GGMU's solution](#)

180.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[GGMU's solution](#)

181.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[GGMU's solution](#)

182.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[GGMU's solution](#)

183.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: implementation, strings

[GGMU's solution](#)

184.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[GGMU's solution](#)

185.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[GGMU's solution](#)

186.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: implementation, math

[GGMU's solution](#)

187.

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[GGMU's solution](#)

188.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[GGMU's solution](#)

189.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, sortings

[GGMU's solution](#)

190.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-11 · last AC: 2020-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[GGMU's solution](#)

191.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[GGMU's solution](#)

192.

1277C

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

Rating: 1400 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[GGMU's solution](#)

193.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[GGMU's solution](#)

194.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[GGMU's solution](#)

195.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[GGMU's solution](#)

196.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[GGMU's solution](#)

197.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[GGMU's solution](#)

198.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[GGMU's solution](#)

199.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[GGMU's solution](#)

200.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[GGMU's solution](#)

201.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[GGMU's solution](#)

202.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[GGMU's solution](#)

203.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[GGMU's solution](#)

204.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[GGMU's solution](#)

205.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[GGMU's solution](#)

206.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[GGMU's solution](#)

207.

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-07 · last AC: 2020-09-07 · Java 8 (first AC) · Tags: implementation, strings

[GGMU's solution](#)

208.

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: greedy, math

[GGMU's solution](#)

209.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: greedy, math

[GGMU's solution](#)

210.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[GGMU's solution](#)

211.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[GGMU's solution](#)

212.

908C

[New Year and Curling](#) · [Tutorial](#)

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2020-05-04 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math

[GGMU's solution](#)

213.

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

[GGMU's solution](#)

214.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[GGMU's solution](#)

215.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[GGMU's solution](#)

216.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: greedy, math

[GGMU's solution](#)

217.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[GGMU's solution](#)

218.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[GGMU's solution](#)

219.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[GGMU's solution](#)

220.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: greedy, sortings

[GGMU's solution](#)

221.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[GGMU's solution](#)

222.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[GGMU's solution](#)

223.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[GGMU's solution](#)

224.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[GGMU's solution](#)

225.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[GGMU's solution](#)

226.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[GGMU's solution](#)

227.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[GGMU's solution](#)

228.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[GGMU's solution](#)

229.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-25 · last AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[GGMU's solution](#)

230.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[GGMU's solution](#)

231.

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[GGMU's solution](#)

232.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[GGMU's solution](#)

233.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[GGMU's solution](#)

234.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[GGMU's solution](#)

235.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1600 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[GGMU's solution](#)

236.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[GGMU's solution](#)

237.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: games, trees

[GGMU's solution](#)

238.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: math

[GGMU's solution](#)

239.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[GGMU's solution](#)

240.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms

[GGMU's solution](#)

241.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[GGMU's solution](#)

242.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · last AC: 2020-04-27 · GNU C++11 (first AC) · Tags: math, number theory

[GGMU's solution](#)

243.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[GGMU's solution](#)

244.

1337C

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

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[GGMU's solution](#)

245.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[GGMU's solution](#)

246.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[GGMU's solution](#)

247.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[GGMU's solution](#)

248.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[GGMU's solution](#)

249.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[GGMU's solution](#)

250.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[GGMU's solution](#)

251.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[GGMU's solution](#)

252.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[GGMU's solution](#)

253.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: two pointers

[GGMU's solution](#)

254.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[GGMU's solution](#)

255.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees

[GGMU's solution](#)

256.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[GGMU's solution](#)

257.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[GGMU's solution](#)

258.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

[GGMU's solution](#)

259.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[GGMU's solution](#)

260.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: games, geometry, math

[GGMU's solution](#)

261.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[GGMU's solution](#)

262.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[GGMU's solution](#)

263.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[GGMU's solution](#)

264.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[GGMU's solution](#)

265.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[GGMU's solution](#)

266.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[GGMU's solution](#)

267.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: dp, greedy

[GGMU's solution](#)

268.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[GGMU's solution](#)

269.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[GGMU's solution](#)

270.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: binary search, math

[GGMU's solution](#)

271.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[GGMU's solution](#)

272.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[GGMU's solution](#)

273.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[GGMU's solution](#)

274.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · last AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings

[GGMU's solution](#)

275.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[GGMU's solution](#)

276.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[GGMU's solution](#)

277.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[GGMU's solution](#)

278.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1700 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math

[GGMU's solution](#)

279.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[GGMU's solution](#)

280.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[GGMU's solution](#)

281.

1321D

[Navigation System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[GGMU's solution](#)

282.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, greedy
[GGMU's solution](#)

283.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: binary search, greedy
[GGMU's solution](#)

284.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[GGMU's solution](#)

285.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[GGMU's solution](#)

286.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[GGMU's solution](#)

287.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · GNU C++11 (first AC) · Tags: games, greedy, math
[GGMU's solution](#)

288.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees
[GGMU's solution](#)

289.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[GGMU's solution](#)

290.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-28 · last AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[GGMU's solution](#)

291.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,086 global accepts · Rating: 1700 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[GGMU's solution](#)

292.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[GGMU's solution](#)

293.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[GGMU's solution](#)

294.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: dp, strings

[GGMU's solution](#)

295.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-24 · last AC: 2020-10-23 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[GGMU's solution](#)

296.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[GGMU's solution](#)

297.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[GGMU's solution](#)

298.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[GGMU's solution](#)

299.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[GGMU's solution](#)

300.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[GGMU's solution](#)

301.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers

[GGMU's solution](#)

302.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[GGMU's solution](#)

303.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[GGMU's solution](#)

304.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[GGMU's solution](#)

305.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: geometry

[GGMU's solution](#)

306.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[GGMU's solution](#)

307.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[GGMU's solution](#)

308.

1296E1

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

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[GGMU's solution](#)

309.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[GGMU's solution](#)

310.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[GGMU's solution](#)

311.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[GGMU's solution](#)

312.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2019-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[GGMU's solution](#)

313.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[GGMU's solution](#)

314.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 1800 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[GGMU's solution](#)

315.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[GGMU's solution](#)

316.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[GGMU's solution](#)

317.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · last AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[GGMU's solution](#)

318.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[GGMU's solution](#)

319.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[GGMU's solution](#)

320.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[GGMU's solution](#)

321.

320D

[Psychos in a Line](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: data structures

[GGMU's solution](#)

322.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2020-11-11 · last AC: 2020-11-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[GGMU's solution](#)

323.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[GGMU's solution](#)

324.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[GGMU's solution](#)

325.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[GGMU's solution](#)

326.

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-06-05 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[GGMU's solution](#)

327.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[GGMU's solution](#)

328.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[GGMU's solution](#)

329.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · last AC: 2020-04-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[GGMU's solution](#)

330.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[GGMU's solution](#)

331.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[GGMU's solution](#)

332.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[GGMU's solution](#)

333.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[GGMU's solution](#)

334.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-14 · last AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[GGMU's solution](#)

335.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, math

[GGMU's solution](#)

336.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[GGMU's solution](#)

337.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[GGMU's solution](#)

338.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-08 · last AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[GGMU's solution](#)

339.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[GGMU's solution](#)

340.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[GGMU's solution](#)

341.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[GGMU's solution](#)

342.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings

[GGMU's solution](#)

343.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: dp, strings

[GGMU's solution](#)

344.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[GGMU's solution](#)

345.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[GGMU's solution](#)

346.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[GGMU's solution](#)

347.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[GGMU's solution](#)

348.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, two pointers

[GGMU's solution](#)

349.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, interactive

[GGMU's solution](#)

350.

1191F

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

Rating: 2000 · first AC: 2020-05-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[GGMU's solution](#)

351.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[GGMU's solution](#)

352.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[GGMU's solution](#)

353.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[GGMU's solution](#)

354.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[GGMU's solution](#)

355.

1321E

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

Rating: 2000 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[GGMU's solution](#)

356.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-03-01 · last AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[GGMU's solution](#)

357.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, dp

[GGMU's solution](#)

358.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[GGMU's solution](#)

359.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-02-09 · last AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[GGMU's solution](#)

360.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[GGMU's solution](#)

361.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[GGMU's solution](#)

362.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: games

[GGMU's solution](#)

363.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[GGMU's solution](#)

364.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[GGMU's solution](#)

365.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[GGMU's solution](#)

366.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp

[GGMU's solution](#)

367.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, implementation

[GGMU's solution](#)

368.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[GGMU's solution](#)

369.

1367F1

[Flying Sort \(Easy Version\) · Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[GGMU's solution](#)

370.

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[GGMU's solution](#)

371.

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[GGMU's solution](#)

372.

1366E

[Two Arrays · Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[GGMU's solution](#)

373.

1363D

[Guess The Maximums · Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[GGMU's solution](#)

374.

1360H

[Binary Median · Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[GGMU's solution](#)

375.

1355E

[Restorer Distance · Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[GGMU's solution](#)

376.

1343E

[Weights Distributing · Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[GGMU's solution](#)

377.

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[GGMU's solution](#)

378.

1300E

[Water Balance · Tutorial](#)

Rating: 2100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[GGMU's solution](#)

379.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[GGMU's solution](#)

380.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: data structures, strings

[GGMU's solution](#)

381.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: data structures

[GGMU's solution](#)

382.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[GGMU's solution](#)

383.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[GGMU's solution](#)

384.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[GGMU's solution](#)

385.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[GGMU's solution](#)

386.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

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387.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[GGMU's solution](#)

388.

1407D

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

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[GGMU's solution](#)

389.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: dp, implementation

[GGMU's solution](#)

390.

505D

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

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: dfs and similar

[GGMU's solution](#)

391.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, data structures, ternary search

[GGMU's solution](#)

392.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[GGMU's solution](#)

393.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[GGMU's solution](#)

394.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[GGMU's solution](#)

395.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[GGMU's solution](#)

396.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[GGMU's solution](#)

397.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[GGMU's solution](#)

398.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[GGMU's solution](#)

399.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[GGMU's solution](#)

400.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: flows, graphs, shortest paths
[GGMU's solution](#)

401.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-28 · GNU C++11 (first AC) · Tags: combinatorics, fft, math
[GGMU's solution](#)

402.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[GGMU's solution](#)

403.

354B

[Game with Strings](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2400 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, games
[GGMU's solution](#)

404.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, probabilities
[GGMU's solution](#)

405.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[GGMU's solution](#)

406.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[GGMU's solution](#)

407.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: dp, matrices
[GGMU's solution](#)

408.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[GGMU's solution](#)

409.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: geometry

[GGMU's solution](#)

410.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · last AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[GGMU's solution](#)

411.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[GGMU's solution](#)

412.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-11 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[GGMU's solution](#)

413.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[GGMU's solution](#)

414.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[GGMU's solution](#)

415.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, math

[GGMU's solution](#)

416.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[GGMU's solution](#)

417.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[GGMU's solution](#)

418.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs

[GGMU's solution](#)

419.

1366G

[Construct the String](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-13 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[GGMU's solution](#)

420.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[GGMU's solution](#)

421.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[GGMU's solution](#)

422.

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: games, math

[GGMU's solution](#)

423.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[GGMU's solution](#)

424.

103055F

[Fair Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[GGMU's solution](#)

425.

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[GGMU's solution](#)

426.

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[GGMU's solution](#)

427.

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[GGMU's solution](#)

428.

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[GGMU's solution](#)

429.

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · PyPy 3 (first AC) · Tags: —

[GGMU's solution](#)

430.

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

431.

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · GNU C++11 (first AC) · Tags: —

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432.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

433.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: —

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434.

100554I

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

Rating: — · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

435.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

436.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

437.

102391B

[Bigger Sokoban 40k](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · last AC: 2021-01-24 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

438.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

439.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

440.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

441.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

442.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

443.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

444.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

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445.

101206I

[Mr. Panda and Crystal](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

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446.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

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447.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

448.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

449.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

450.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

451.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

452.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

453.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

454.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

455.

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

456.

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: —

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457.

101669G

[Robots](#) · [Tutorial](#)

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458.

101669A

[Concerts](#) · [Tutorial](#)

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459.

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: —

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460.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

461.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

462.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

463.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

464.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

465.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

466.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: —

[GGMU's solution](#)

467.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: —

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468.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: *special

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469.

102394F

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470.

102394K

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Rating: — · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: —

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471.

102394J

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472.

101775C

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473.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

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474.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

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475.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-31 · GNU C++11 (first AC) · Tags: —

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476.

102307J

[Jail Destruction](#) · [Tutorial](#)

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477.

102307L

[Liquid X](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

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478.

102307C

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

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

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479.

102307G

[Graduation](#) · [Tutorial](#)

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

[GGMU's solution](#)

480.

102307B

[Boring Non-Palindrome](#) · [Tutorial](#)

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481.

102307K

[Kernel Of Love](#) · [Tutorial](#)

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

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482.

102307I

[Integer Prefix](#) · [Tutorial](#)

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483.

102028E

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

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484.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

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485.

102028I

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486.

102028A

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