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Unique solved — IgorI

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

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Filters: none

Count: 3,052

1.

2185B

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2.

2185A

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3.

2163A

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4.

2154A

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5.

2153B

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6.

2153A

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7.

2149B

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8.

2149A

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9.

2063A

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10.

2038J

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11.

2038N

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12.

2050A

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13.

2014B

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14.

2014A

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15.

2036B

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16.

2036A

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17.

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18.

2008A

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19.

2008B

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20.

2010A

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21.

2010B

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22.

1979A

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23.

1974B

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24.

1974A

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25.

1971B

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26.

1971A

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27.

1950C

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28.

1950B

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29.

1950A

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30.

1932A

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31.

1920A

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32.

1916A

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implementation, math, number theory

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33.

1905A

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34.

1907A

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35.

1902A

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36.

1901A

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37.

1773F

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38.

1899A

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39.

1891A

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40.

1764A

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41.

1884A

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42.

1881A

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43.

1878B

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44.

1878A

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45.

1879A

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46.

1873D

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47.

1873C

[Target Practice · Tutorial](#)

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48.

1873B

[Good Kid · Tutorial](#)

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49.

1873A

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50.

1866A

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51.

1861A

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52.

1862B

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53.

1862A

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54.

1857A

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[Igor's solution](#)

55.

1856A

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56.

1859A

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57.

1849A

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58.

1851B

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59.

1851A

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60.

1850C

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61.

1850B

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62.

1850A

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63.

1846B

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64.

1846A

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65.

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66.

1840A

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67.

1797A

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68.

1798A

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69.

1794A

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70.

1800A

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71.

1780A

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72.

1790B

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73.

1790A

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74.

1775A1

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75.

1768A

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76.

1772A

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77.

1772B

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78.

1758A

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79.

1527A

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80.

1760B

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81.

1760C

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82.

1760A

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83.

1759B

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84.

1759A

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85.

1743B

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

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86.

1743A

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87.

1744B

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88.

1744A

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89.

1741B

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90.

1741A

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91.

1728B

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92.

1728A

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93.

1729A

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94.

1729B

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95.

1722C

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96.

1722B

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97.

1722A

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98.

1721A

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99.

1712B

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100.

1712A

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101.

1714C

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102.

1714B

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103.

1716B

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104.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Igor's solution](#)

105.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

106.

1584A

[Mathematical Addition](#) · [Tutorial](#)

Quality: 15,537 global accepts · Rating: 800 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math

[Igor's solution](#)

107.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

108.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Igor's solution](#)

109.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[Igor's solution](#)

110.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,241 global accepts · Rating: 800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Igor's solution](#)

111.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,171 global accepts · Rating: 800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Igor's solution](#)

112.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Igor's solution](#)

113.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Igor's solution](#)

114.

1702A

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Quality: 38,179 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

115.

1698B

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Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igor's solution](#)

116.

1698A

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Quality: 32,879 global accepts · Rating: 800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[Igor's solution](#)

117.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,679 global accepts · Rating: 800 · first AC: 2022-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

118.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Igor's solution](#)

119.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,933 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Igor's solution](#)

120.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,629 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Igor's solution](#)

121.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Igor's solution](#)

122.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[Igor's solution](#)

123.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Igor's solution](#)

124.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[Igor's solution](#)

125.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[Igor's solution](#)

126.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Igor's solution](#)

127.

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

128.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

129.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Igor's solution](#)

130.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,476 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Igor's solution](#)

131.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[Igor's solution](#)

132.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,537 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Igor's solution](#)

133.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Igor's solution](#)

134.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: math
[Igor's solution](#)

135.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,204 global accepts · Rating: 800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Igor's solution](#)

136.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[Igor's solution](#)

137.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[Igor's solution](#)

138.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Igor's solution](#)

139.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,723 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Igor's solution](#)

140.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Igor's solution](#)

141.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[Igor's solution](#)

142.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,459 global accepts · Rating: 800 · first AC: 2022-03-18 · Kotlin 1.5 (first AC) · Tags: brute force, implementation
[Igor's solution](#)

143.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Igor's solution](#)

144.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers
[Igor's solution](#)

145.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[Igor's solution](#)

146.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Igor's solution](#)

147.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Igor's solution](#)

148.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,661 global accepts · Rating: 800 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

149.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 800 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

150.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,306 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Igor's solution](#)

151.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2022-02-25 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[Igor's solution](#)

152.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Igor's solution](#)

153.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

154.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Igor's solution](#)

155.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Igor's solution](#)

156.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Igor's solution](#)

157.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

158.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Igor's solution](#)

159.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,822 global accepts · Rating: 800 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Igor's solution](#)

160.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

161.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Igor's solution](#)

162.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Igor's solution](#)

163.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,271 global accepts · Rating: 800 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[Igor's solution](#)

164.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Igor's solution](#)

165.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,021 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Igor's solution](#)

166.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

167.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Igor's solution](#)

168.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Igor's solution](#)

169.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Igor's solution](#)

170.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,798 global accepts · Rating: 800 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Igor's solution](#)

171.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

172.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

173.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Igor's solution](#)

174.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Igor's solution](#)

175.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[Igor's solution](#)

176.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,381 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[Igor's solution](#)

177.

546A

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

Quality: 235,202 global accepts · Rating: 800 · first AC: 2016-10-29 · last AC: 2021-12-10 · MS C++ (first AC) · Tags: brute force, implementation, math

[Igor's solution](#)

178.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Igor's solution](#)

179.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[Igor's solution](#)

180.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

181.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[Igor's solution](#)

182.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Igor's solution](#)

183.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Igor's solution](#)

184.

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[Igor's solution](#)

185.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Igor's solution](#)

186.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[Igor's solution](#)

187.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[Igor's solution](#)

188.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[Igor's solution](#)

189.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Igor's solution](#)

190.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[Igor's solution](#)

191.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,398 global accepts · Rating: 800 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[Igor's solution](#)

192.

1519A

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

Quality: 30,560 global accepts · Rating: 800 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: math
[Igor's solution](#)

193.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Igor's solution](#)

194.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[Igor's solution](#)

195.

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[Igor's solution](#)

196.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Igor's solution](#)

197.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

198.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,367 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Igor's solution](#)

199.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[Igor's solution](#)

200.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Igor's solution](#)

201.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Igor's solution](#)

202.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2021-02-05 · last AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Igor's solution](#)

203.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Igor's solution](#)

204.

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Igor's solution](#)

205.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Igor's solution](#)

206.

1409A

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

Quality: 80,424 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Igor's solution](#)

207.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,647 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Igor's solution](#)

208.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Igor's solution](#)

209.

1473A

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210.

34A

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211.

32A

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212.

1472B

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213.

1472A

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214.

1462B

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215.

1462A

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216.

1451A

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217.

1453A

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218.

1455A

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219.

1454A

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221.

1438A

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222.

1437A

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223.

1413A

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224.

1417A

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1421A

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226.

1428A

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227.

1408A

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1405A

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1398B

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1393A

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1372A

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236.

1368A

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1367A

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242.

1352A

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243.

1351A

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1348A

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1305A

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248.

1307A

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1300A

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1270A

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253.

1269A

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254.

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1234A

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1220A

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257.

1206A

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1207A

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262.

1106A

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265.

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267.

1139A

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381A

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269.

701A

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270.

1136A

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271.

1114A

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278.

959A

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1077A

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282.

1043A

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283.

1031A

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284.

686A

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285.

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286.

1060A

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785A

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288.

673A

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289.

1030A

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290.

918A

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291.

1047A

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292.

624A

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293.

835A

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294.

1041A

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295.

734B

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296.

513A

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297.

14A

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298.

1017A

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299.

448A

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1015A

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301.

1009A

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302.

1003A

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303.

994A

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304.

988A

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305.

707A

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306.

540A

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307.

427A

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[Igor's solution](#)

308.

791A

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309.

581A

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310.

119A

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Quality: 29,581 global accepts · Rating: 800 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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311.

200B

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312.

705A

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313.

954A

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314.

599A

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315.

492A

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316.

937A

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900A

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318.

984A

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319.

978B

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320.

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321.

977A

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322.

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323.

141A

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324.

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952A

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326.

378A

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329.

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509A

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332.

155A

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333.

520A

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334.

228A

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335.

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931A

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337.

620A

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760A

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851A

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629A

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341.

680A

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342.

935A

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343.

912A

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344.

939A

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932A

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510A

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348.

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349.

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351.

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617A

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362.

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363.

266B

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365.

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821A

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811A

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794A

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373.

681A

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755A

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376.

770A

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380.

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381.

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746A

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734A

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110A

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388.

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263A

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390.

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391.

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392.

339A

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112A

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394.

282A

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395.

231A

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396.

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397.

158A

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398.

71A

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401.

711A

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703A

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2185C

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2005A

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1971C

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407.

1764B

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408.

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413.

1850D

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415.

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416.

1794B

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417.

1775A2

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422.

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168A

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426.

1650B

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427.

1543B

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428.

1543A

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429.

1617B

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430.

1624B

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431.

1610A

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432.

1613A

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433.

1609A

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434.

1607B

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435.

1589C

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436.

1582B

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437.

1559B

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438.

1559A

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439.

1175A

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440.

1486A

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441.

1468N

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442.

1475B

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443.

1475A

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444.

246A

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445.

1467A

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446.

1471A

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447.

1462C

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448.

1451B

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449.

1420A

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450.

1419A

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451.

1401A

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452.

1380A

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453.

1354A

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454.

1351B

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455.

1341A

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456.

1337B

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457.

1339A

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458.

1326B

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459.

1324A

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460.

1295A

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461.

1225A

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1107A

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463.

1208A

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464.

1204B

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465.

1206B

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466.

1197A

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467.

1106C

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468.

1169A

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469.

115A

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470.

621A

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471.

1095B

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472.

424A

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473.

1055A

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474.

670A

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475.

1057A

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476.

977B

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477.

84A

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478.

1047B

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479.

439A

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480.

572A

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481.

588A

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482.

149A

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483.

1025A

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484.

1011A

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485.

313A

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486.

980A

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487.

474A

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488.

961A

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489.

706A

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490.

496A

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491.

915A

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492.

807A

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493.

194A

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913A

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868A

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496.

914A

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497.

916A

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498.

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499.

893A

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500.

876A

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460A

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502.

318A

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503.

451A

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504.

208A

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505.

580A

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506.

337A

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507.

879A

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508.

870A

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509.

839A

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510.

834A

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511.

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512.

697A

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513.

810A

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514.

45A

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515.

820A

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516.

808A

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[Igor's solution](#)

517.

793A

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518.

801B

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519.

747B

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[Igor's solution](#)

520.

776A

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521.

6A

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522.

729A

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523.

160A

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524.

133A

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[Igor's solution](#)

525.

96A

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526.

2154B

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527.

2005B1

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528.

1979B

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529.

1916B

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530.

1907B

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[Igor's solution](#)

531.

1861B

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Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Igor's solution](#)

532.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Igor's solution](#)

533.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[Igor's solution](#)

534.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Igor's solution](#)

535.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[Igor's solution](#)

536.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[Igor's solution](#)

537.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,957 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Igor's solution](#)

538.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,412 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[Igor's solution](#)

539.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[Igor's solution](#)

540.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Igor's solution](#)

541.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[Igor's solution](#)

542.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[Igor's solution](#)

543.

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Igor's solution](#)

544.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,098 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[Igor's solution](#)

545.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

546.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Igor's solution](#)

547.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,927 global accepts · Rating: 1000 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[Igor's solution](#)

548.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,030 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Igor's solution](#)

549.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2022-04-30 · last AC: 2022-04-30 · Kotlin 1.6 (first AC) · Tags: implementation

[Igor's solution](#)

550.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

551.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Igor's solution](#)

552.

1620B

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

Quality: 31,475 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Igor's solution](#)

553.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Igor's solution](#)

554.

1614B

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

Quality: 29,030 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Igor's solution](#)

555.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Igor's solution](#)

556.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[Igor's solution](#)

557.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Igor's solution](#)

558.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[Igor's solution](#)

559.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[Igor's solution](#)

560.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[Igor's solution](#)

561.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[Igor's solution](#)

562.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[Igor's solution](#)

563.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[Igor's solution](#)

564.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[Igor's solution](#)

565.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,071 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Igor's solution](#)

566.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Igor's solution](#)

567.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Igor's solution](#)

568.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

569.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Igor's solution](#)

570.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,970 global accepts · Rating: 1000 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Igor's solution](#)

571.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,416 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Igor's solution](#)

572.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

573.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Igor's solution](#)

574.

1300B

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

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Igor's solution](#)

575.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Igor's solution](#)

576.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[Igor's solution](#)

577.

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

578.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Igor's solution](#)

579.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

580.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Igor's solution](#)

581.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: math
[Igor's solution](#)

582.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,266 global accepts · Rating: 1000 · first AC: 2017-11-23 · last AC: 2019-07-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Igor's solution](#)

583.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Igor's solution](#)

584.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[Igor's solution](#)

585.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Igor's solution](#)

586.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Igor's solution](#)

587.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

588.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

589.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

590.

515A

[Brazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igor's solution](#)

591.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,689 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[Igor's solution](#)

592.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

593.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,769 global accepts · Rating: 1000 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igor's solution](#)

594.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

595.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

596.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Igor's solution](#)

597.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Igor's solution](#)

598.

450A

[Jzzhu and Children](#) · [Tutorial](#)

Quality: 44,407 global accepts · Rating: 1000 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Igor's solution](#)

599.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Igor's solution](#)

600.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[Igor's solution](#)

601.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Igor's solution](#)

602.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Igor's solution](#)

603.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,583 global accepts · Rating: 1000 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[Igor's solution](#)

604.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Igor's solution](#)

605.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

606.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · last AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Igor's solution](#)

607.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igorl's solution](#)

608.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,214 global accepts · Rating: 1000 · first AC: 2016-10-16 · last AC: 2018-09-26 · MS C++ (first AC) · Tags: math

[Igorl's solution](#)

609.

43A

[Football](#) · [Tutorial](#)

Quality: 69,167 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Igorl's solution](#)

610.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igorl's solution](#)

611.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igorl's solution](#)

612.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1000 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Igorl's solution](#)

613.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igorl's solution](#)

614.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igorl's solution](#)

615.

389A

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

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Igorl's solution](#)

616.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igorl's solution](#)

617.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Igorl's solution](#)

618.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igorl's solution](#)

619.

577A

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

Quality: 45,285 global accepts · Rating: 1000 · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Igorl's solution](#)

620.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,784 global accepts · Rating: 1000 · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igorl's solution](#)

621.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igorl's solution](#)

622.

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,613 global accepts · Rating: 1000 · first AC: 2018-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igorl's solution](#)

623.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,485 global accepts · Rating: 1000 · first AC: 2018-05-23 · Java 8 (first AC) · Tags: greedy, sortings

[Igorl's solution](#)

624.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,555 global accepts · Rating: 1000 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Igorl's solution](#)

625.

339B

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

Quality: 81,375 global accepts · Rating: 1000 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igorl's solution](#)

626.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Igorl's solution](#)

627.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igorl's solution](#)

628.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2018-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Igorl's solution](#)

629.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Igor's solution](#)

630.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Igor's solution](#)

631.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

632.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Igor's solution](#)

633.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1000 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

634.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[Igor's solution](#)

635.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Igor's solution](#)

636.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Igor's solution](#)

637.

920A

[Water The Garden](#) · [Tutorial](#)

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638.

909A

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639.

893B

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640.

886B

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641.

886A

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642.

887A

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643.

479A

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644.

69A

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645.

604A

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646.

75A

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647.

822B

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648.

805A

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650.

798A

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651.

724A

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652.

742A

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653.

499B

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654.

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655.

777A

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656.

766A

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657.

13A

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658.

5A

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659.

3A

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660.

766B

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761A

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662.

757A

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663.

753A

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664.

58A

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666.

131A

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667.

118A

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668.

2185D

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669.

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671.

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672.

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673.

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1932B

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677.

1920B

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678.

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680.

12B

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681.

1901B

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682.

1899C

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1899B

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theory

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684.

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1873E

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1862C

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1857B

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1840B

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1797B

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692.

1800C2

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693.

1780B

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694.

192B

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1760E

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1743C

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1741C

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1729C

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700.

1722D

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1712C

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702.

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703.

1703D

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1702C

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1700B

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706.

1685A

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707.

6B

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708.

1669F

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1669D

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1623B

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1638B

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713.

1631B

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714.

1401B

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715.

25B

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716.

1624C

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717.

1633C

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718.

197C

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1625B

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720.

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721.

1566D1

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722.

1609B

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723.

1594B

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724.

835B

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725.

1604B

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726.

1070K

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727.

1490C

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728.

1481B

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729.

1478B

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730.

1407A

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731.

1409B

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732.

1471B

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733.

1472C

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734.

1463A

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1455C

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736.

1413B

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737.

1417B

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738.

1421B

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739.

1428C

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740.

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741.

1366A

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742.

1360C

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743.

690A1

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744.

1333B

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Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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745.

1324C

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Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

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746.

1324B

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747.

1304B

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748.

1119A

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749.

1112A

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750.

1117A

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751.

1108B

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752.

1105B

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753.

1105A

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754.

675A

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Quality: 15,575 global accepts · Rating: 1100 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: math

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755.

1033B

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Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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756.

797A

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Quality: 19,886 global accepts · Rating: 1100 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

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757.

535B

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implementation

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758.

1066A

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759.

1060B

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760.

1038B

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761.

721B

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Quality: 12,467 global accepts · Rating: 1100 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings, strings

[Igor's solution](#)

762.

1030B

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763.

919B

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Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[Igor's solution](#)

764.

1042A

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Quality: 14,079 global accepts · Rating: 1100 · first AC: 2018-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[Igor's solution](#)

765.

456A

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Quality: 56,783 global accepts · Rating: 1100 · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Igor's solution](#)

766.

667A

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Quality: 8,470 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Igor's solution](#)

767.

313B

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Quality: 54,502 global accepts · Rating: 1100 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Igor's solution](#)

768.

967A

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[Igor's solution](#)

769.

869A

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Quality: 9,796 global accepts · Rating: 1100 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

770.

522B

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Quality: 9,523 global accepts · Rating: 1100 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, implementation

[Igor's solution](#)

771.

988B

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Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[Igor's solution](#)

772.

270A

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Quality: 50,824 global accepts · Rating: 1100 · first AC: 2018-05-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

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773.

478A

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[Igor's solution](#)

774.

984B

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775.

630J

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[Igor's solution](#)

776.

467B

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777.

946B

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Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Igor's solution](#)

778.

735B

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Quality: 8,744 global accepts · Rating: 1100 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, sortings

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779.

629B

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780.

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Quality: 5,435 global accepts · Rating: 1100 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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781.

225A

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782.

289A

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783.

938B

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784.

682A

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[Igor's solution](#)

785.

368B

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

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786.

911A

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Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Igor's solution](#)

787.

902A

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Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

788.

898B

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Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

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789.

82A

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Quality: 32,234 global accepts · Rating: 1100 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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790.

884B

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791.

877A

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Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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792.

858A

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Quality: 8,996 global accepts · Rating: 1100 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
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793.

845A

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Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
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794.

834B

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Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[Igor's solution](#)

795.

733B

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Quality: 10,951 global accepts · Rating: 1100 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: math
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796.

825A

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[Igor's solution](#)

797.

630D

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798.

630C

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799.

801A

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800.

719A

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801.

789A

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802.

779B

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803.

767A

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804.

7A

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805.

754B

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806.

158B

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807.

731B

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808.

2149D

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809.

2050C

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Quality: 25,001 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

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810.

2005B2

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811.

1979C

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Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

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812.

1916C

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Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

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813.

1907C

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

[Igorl's solution](#)

814.

1881C

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Quality: 19,255 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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815.

48B

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Quality: 3,042 global accepts · Rating: 1200 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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816.

1857C

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Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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817.

1860B

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Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

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818.

1859C

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Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Igorl's solution](#)

819.

1848B

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820.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

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[Igorl's solution](#)

821.

1846C

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Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[Igor's solution](#)

822.

1800D

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Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Igor's solution](#)

823.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,564 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Igor's solution](#)

824.

920B

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Quality: 8,114 global accepts · Rating: 1200 · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

825.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

826.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,402 global accepts · Rating: 1200 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

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827.

55A

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Quality: 3,886 global accepts · Rating: 1200 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igor's solution](#)

828.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Igor's solution](#)

829.

1598C

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Quality: 23,654 global accepts · Rating: 1200 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Igor's solution](#)

830.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Igor's solution](#)

831.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,751 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Igor's solution](#)

832.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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833.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,585 global accepts · Rating: 1200 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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834.

6C

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[Igor's solution](#)

835.

1681C

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Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[Igor's solution](#)

836.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2022-05-18 · PyPy 3 (first AC) · Tags: implementation, strings
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837.

1679B

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

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838.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[Igor's solution](#)

839.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
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840.

1669E

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Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings
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841.

879B

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Quality: 14,407 global accepts · Rating: 1200 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
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842.

1657C

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Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Igor's solution](#)

843.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,863 global accepts · Rating: 1200 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, sortings
[Igor's solution](#)

844.

1647B

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Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
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845.

1650C

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846.

1635C

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847.

1619C

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848.

1613C

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849.

1594C

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850.

1582C

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Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
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851.

1559C

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852.

1133B

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853.

1133C

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Quality: 28,120 global accepts · Rating: 1200 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers
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854.

1490D

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855.

1409C

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856.

1472D

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857.

1455B

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858.

1454C

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859.

1437B

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860.

1428B

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861.

1420B

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862.

1294B

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863.

1419B

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[Igor's solution](#)

864.

1227B

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[Igor's solution](#)

865.

1385C

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Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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866.

1354B

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867.

1352C

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868.

1352B

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869.

1155B

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870.

1339B

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871.

1328C

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872.

1305B

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873.

1270B

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874.

1213C

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875.

1207B

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876.

1205A

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877.

379B

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878.

1174B

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879.

1185B

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Quality: 14,223 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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880.

1185C1

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881.

102C

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Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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882.

102A

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883.

514A

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884.

1118B

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885.

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886.

1091B

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887.

1082A

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888.

112B

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889.

522A

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890.

1043B

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891.

344B

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892.

1068B

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893.

459A

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894.

776B

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895.

1042B

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896.

9C

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897.

1028B

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898.

4B

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Quality: 29,472 global accepts · Rating: 1200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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899.

474B

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900.

1029B

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901.

489B

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902.

1023C

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903.

1023A

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904.

1017B

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Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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905.

1011B

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906.

466A

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907.

492B

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908.

982A

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909.

977C

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910.

630R

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911.

960A

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912.

961B

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913.

292B

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914.

765C

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915.

327A

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916.

931B

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917.

708A

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918.

913B

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919.

928A

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920.

262B

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921.

612B

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922.

408B

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[Igor's solution](#)

923.

934B

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924.

682B

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925.

914B

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926.

908B

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927.

911B

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implementation

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928.

895A

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929.

870B

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930.

803B

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931.

630B

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[Igor's solution](#)

932.

779C

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Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-03-01 · MS C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[Igor's solution](#)

933.

2050D

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Quality: 18,979 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Igor's solution](#)

934.

2036D

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Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

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935.

1902C

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Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Igor's solution](#)

936.

1899E

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937.

1899D

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938.

1881D

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939.

1879C

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940.

1873F

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941.

1862D

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942.

1857D

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943.

598B

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944.

1851D

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945.

1850F

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Quality: 24,588 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

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946.

1846E1

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947.

1794C

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[Igor's solution](#)

948.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Igor's solution](#)

949.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Igor's solution](#)

950.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Igor's solution](#)

951.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Igor's solution](#)

952.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

953.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Igor's solution](#)

954.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, sortings

[Igor's solution](#)

955.

1703F

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Quality: 30,051 global accepts · Rating: 1300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Igor's solution](#)

956.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Igor's solution](#)

957.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,111 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Igor's solution](#)

958.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

959.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Igor's solution](#)

960.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Igor's solution](#)

961.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

962.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

963.

1650D

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

Quality: 14,703 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Igor's solution](#)

964.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Igor's solution](#)

965.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Igor's solution](#)

966.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[Igor's solution](#)

967.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Igor's solution](#)

968.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Igor's solution](#)

969.

1618D

[Array and Operations](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Igorl's solution](#)

970.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Igorl's solution](#)

971.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Igorl's solution](#)

972.

1498B

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Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Igorl's solution](#)

973.

1476B

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Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Igorl's solution](#)

974.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Igorl's solution](#)

975.

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[Igorl's solution](#)

976.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Igorl's solution](#)

977.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Igorl's solution](#)

978.

1454D

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Quality: 22,148 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Igorl's solution](#)

979.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Igor's solution](#)

980.

1294C

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

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Igor's solution](#)

981.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Igor's solution](#)

982.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[Igor's solution](#)

983.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Igor's solution](#)

984.

1367C

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Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

985.

1366B

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Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[Igor's solution](#)

986.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Igor's solution](#)

987.

1155C

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Quality: 9,771 global accepts · Rating: 1300 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Igor's solution](#)

988.

1328B

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Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[Igor's solution](#)

989.

1326C

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Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Igor's solution](#)

990.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[Igor's solution](#)

991.

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers
[Igor's solution](#)

992.

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Igor's solution](#)

993.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[Igor's solution](#)

994.

1220B

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Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · last AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Igor's solution](#)

995.

1220C

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Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[Igor's solution](#)

996.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Igor's solution](#)

997.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, sortings, strings
[Igor's solution](#)

998.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Igor's solution](#)

999.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Igor's solution](#)

1000.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Igor's solution](#)

1001.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Igor's solution](#)

1002.

1119B

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Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings

[Igor's solution](#)

1003.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,871 global accepts · Rating: 1300 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Igor's solution](#)

1004.

621B

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Quality: 11,615 global accepts · Rating: 1300 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation

[Igor's solution](#)

1005.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Igor's solution](#)

1006.

586B

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Quality: 5,239 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Igor's solution](#)

1007.

347A

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Quality: 9,798 global accepts · Rating: 1300 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Igor's solution](#)

1008.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

1009.

158D

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Quality: 6,492 global accepts · Rating: 1300 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, number theory

[Igor's solution](#)

1010.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[Igor's solution](#)

1011.

634A

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Quality: 3,454 global accepts · Rating: 1300 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Igor's solution](#)

1012.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1013.

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Igor's solution](#)

1014.

1059B

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Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

1015.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igor's solution](#)

1016.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1017.

271B

[Prime Matrix](#) · [Tutorial](#)

Quality: 15,459 global accepts · Rating: 1300 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Igor's solution](#)

1018.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

1019.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[Igor's solution](#)

1020.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Igor's solution](#)

1021.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[Igor's solution](#)

1022.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Igor's solution](#)

1023.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

1024.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[Igor's solution](#)

1025.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Igor's solution](#)

1026.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Igor's solution](#)

1027.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

1028.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Igor's solution](#)

1029.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Igor's solution](#)

1030.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,433 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Igor's solution](#)

1031.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2018-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Igor's solution](#)

1032.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Igor's solution](#)

1033.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1300 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[Igor's solution](#)

1034.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[Igor's solution](#)

1035.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[Igor's solution](#)

1036.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[Igor's solution](#)

1037.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

1038.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
[Igor's solution](#)

1039.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,835 global accepts · Rating: 1300 · first AC: 2018-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[Igor's solution](#)

1040.

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · Java 8 (first AC) · Tags: implementation, math
[Igor's solution](#)

1041.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · last AC: 2018-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Igor's solution](#)

1042.

929B

[AÄ5D8C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Igor's solution](#)

1043.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[Igor's solution](#)

1044.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar

[Igor's solution](#)

1045.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

1046.

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igor's solution](#)

1047.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Igor's solution](#)

1048.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[Igor's solution](#)

1049.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Igor's solution](#)

1050.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Igor's solution](#)

1051.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

1052.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1053.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Igor's solution](#)

1054.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,270 global accepts · Rating: 1300 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Igor's solution](#)

1055.

886C

[Petya and Catacombs](#) · [Tutorial](#)

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation, trees

[Igor's solution](#)

1056.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1057.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1058.

870C

[Maximum splitting](#) · [Tutorial](#)

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Igor's solution](#)

1059.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Igor's solution](#)

1060.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Igor's solution](#)

1061.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Igor's solution](#)

1062.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[Igor's solution](#)

1063.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,825 global accepts · Rating: 1300 · first AC: 2017-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Igor's solution](#)

1064.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · MS C++ (first AC) · Tags: implementation

[Igor's solution](#)

1065.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[Igor's solution](#)

1066.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · MS C++ (first AC) · Tags: brute force, implementation, math

[Igor's solution](#)

1067.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: geometry, implementation

[Igor's solution](#)

1068.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · MS C++ (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1069.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Igor's solution](#)

1070.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Igor's solution](#)

1071.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[Igor's solution](#)

1072.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Igor's solution](#)

1073.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[Igor's solution](#)

1074.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,666 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[Igor's solution](#)

1075.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[Igor's solution](#)

1076.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igor's solution](#)

1077.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[Igor's solution](#)

1078.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1079.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Igor's solution](#)

1080.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Igor's solution](#)

1081.

1907D

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

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Igor's solution](#)

1082.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

1083.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Igor's solution](#)

1084.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Igor's solution](#)

1085.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Igor's solution](#)

1086.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Igor's solution](#)

1087.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[Igor's solution](#)

1088.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Igor's solution](#)

1089.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Igor's solution](#)

1090.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,587 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Igor's solution](#)

1091.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Igor's solution](#)

1092.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Igor's solution](#)

1093.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Igor's solution](#)

1094.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Igorl's solution](#)

1095.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[Igorl's solution](#)

1096.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Igorl's solution](#)

1097.

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Igorl's solution](#)

1098.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[Igorl's solution](#)

1099.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[Igorl's solution](#)

1100.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Igorl's solution](#)

1101.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[Igorl's solution](#)

1102.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Igorl's solution](#)

1103.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Igorl's solution](#)

1104.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Igorl's solution](#)

1105.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2022-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Igorl's solution](#)

1106.

1697C

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

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Igorl's solution](#)

1107.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[Igorl's solution](#)

1108.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Igorl's solution](#)

1109.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Igorl's solution](#)

1110.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Igorl's solution](#)

1111.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[Igorl's solution](#)

1112.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Igorl's solution](#)

1113.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Igorl's solution](#)

1114.

448B

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

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Igorl's solution](#)

1115.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Igorl's solution](#)

1116.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[Igor's solution](#)

1117.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,465 global accepts · Rating: 1400 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Igor's solution](#)

1118.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1119.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Igor's solution](#)

1120.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[Igor's solution](#)

1121.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Igor's solution](#)

1122.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Igor's solution](#)

1123.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[Igor's solution](#)

1124.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Igor's solution](#)

1125.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[Igor's solution](#)

1126.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Igor's solution](#)

1127.

1462D

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

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Igor's solution](#)

1128.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Igor's solution](#)

1129.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[Igor's solution](#)

1130.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

1131.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Igor's solution](#)

1132.

441B

[Valera and Fruits](#) · [Tutorial](#)

Quality: 7,511 global accepts · Rating: 1400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1133.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Igor's solution](#)

1134.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Igor's solution](#)

1135.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Igor's solution](#)

1136.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Igor's solution](#)

1137.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[Igor's solution](#)

1138.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Igor's solution](#)

1139.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[Igor's solution](#)

1140.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Igor's solution](#)

1141.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Igor's solution](#)

1142.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Igor's solution](#)

1143.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Igor's solution](#)

1144.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1145.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Igor's solution](#)

1146.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igor's solution](#)

1147.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[Igor's solution](#)

1148.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[Igor's solution](#)

1149.

1167C

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

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Igor's solution](#)

1150.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Igor's solution](#)

1151.

1103A

[Grid game](#) · [Tutorial](#)

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1152.

1097C

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1153.

1091C

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1154.

1095C

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1155.

1061B

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1156.

111A

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1157.

1068A

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1158.

797B

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1159.

1057B

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1160.

272B

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1161.

1046C

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1162.

1046F

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1163.

131C

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1164.

711B

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1165.

1004C

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1166.

988C

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1167.

937B

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1168.

978E

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1169.

977D

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1170.

630H

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1171.

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Igor's solution](#)

1172.

961C

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Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
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1173.

489C

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1174.

929A

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Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
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1175.

485A

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Quality: 8,769 global accepts · Rating: 1400 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, matrices
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1176.

632B

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Quality: 4,391 global accepts · Rating: 1400 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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1177.

799B

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Quality: 10,175 global accepts · Rating: 1400 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
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1178.

928B

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Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[Igor's solution](#)

1179.

920C

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[Igor's solution](#)

1180.

934A

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Quality: 7,601 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games

[Igor's solution](#)

1181.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math

[Igor's solution](#)

1182.

911C

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Quality: 7,334 global accepts · Rating: 1400 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

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1183.

907B

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Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Igor's solution](#)

1184.

898C

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Quality: 5,792 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Igor's solution](#)

1185.

805D

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

Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Igor's solution](#)

1186.

803A

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Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1187.

2185E

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Quality: 10,224 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Igor's solution](#)

1188.

2163C

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Quality: 9,027 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Igor's solution](#)

1189.

2153C

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Quality: 11,775 global accepts · Rating: 1500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Igor's solution](#)

1190.

2149E

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Quality: 9,276 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

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1191.

2057C

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Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Igor's solution](#)

1192.

2050E

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Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Igor's solution](#)

1193.

2008E

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Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Igor's solution](#)

1194.

1971E

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Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[Igor's solution](#)

1195.

1950E

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Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Igor's solution](#)

1196.

1891C

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Quality: 20,353 global accepts · Rating: 1500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[Igor's solution](#)

1197.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,690 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igor's solution](#)

1198.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

1199.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Igor's solution](#)

1200.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Igor's solution](#)

1201.

1850G

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Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Igor's solution](#)

1202.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Igor's solution](#)

1203.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2023-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy

[Igor's solution](#)

1204.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[Igor's solution](#)

1205.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

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1206.

1760F

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Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[Igor's solution](#)

1207.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

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1208.

1526C1

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Quality: 27,189 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Igor's solution](#)

1209.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,651 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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1210.

49B

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Quality: 2,802 global accepts · Rating: 1500 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: math
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1211.

1722G

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Quality: 14,179 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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1212.

1711C

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Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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1213.

1492C

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Quality: 17,495 global accepts · Rating: 1500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
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1214.

1690E

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1215.

18A

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1216.

1646C

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1217.

1651C

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1218.

1012A

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Quality: 6,689 global accepts · Rating: 1500 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, sortings
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1219.

1630A

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1220.

91B

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1221.

1110C

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Quality: 10,014 global accepts · Rating: 1500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

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1222.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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1223.

1536C

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1224.

1614C

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1225.

1611D

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1226.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Igor's solution](#)

1227.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1228.

985C

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Quality: 5,975 global accepts · Rating: 1500 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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1229.

990C

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[Igor's solution](#)

1230.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[Igor's solution](#)

1231.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Igor's solution](#)

1232.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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1233.

1070H

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Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1234.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Igor's solution](#)

1235.

863B

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Quality: 10,934 global accepts · Rating: 1500 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Igor's solution](#)

1236.

1000B

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Quality: 6,162 global accepts · Rating: 1500 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Igor's solution](#)

1237.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Igor's solution](#)

1238.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Igor's solution](#)

1239.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Igor's solution](#)

1240.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Igor's solution](#)

1241.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Igor's solution](#)

1242.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Igor's solution](#)

1243.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

1244.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[Igor's solution](#)

1245.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Igor's solution](#)

1246.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Igor's solution](#)

1247.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Igor's solution](#)

1248.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[Igor's solution](#)

1249.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[Igor's solution](#)

1250.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[Igor's solution](#)

1251.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[Igor's solution](#)

1252.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[Igor's solution](#)

1253.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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1254.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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1255.

1368B

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

Quality: 21,429 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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1256.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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1257.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, two pointers
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1258.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
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1259.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

implementation

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1260.

1242A

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Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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1261.

630K

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Quality: 6,336 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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1262.

1339C

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Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Igor's solution](#)

1263.

1338A

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Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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1264.

1326D1

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[Igor's solution](#)

1265.

1307C

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[Igor's solution](#)

1266.

1304C

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Quality: 17,748 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Igor's solution](#)

1267.

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[Igor's solution](#)

1268.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Igor's solution](#)

1269.

1269B

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Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Igor's solution](#)

1270.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Igor's solution](#)

1271.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[Igor's solution](#)

1272.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igor's solution](#)

1273.

1208B

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Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[Igor's solution](#)

1274.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igor's solution](#)

1275.

1158A

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Quality: 8,338 global accepts · Rating: 1500 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[Igor's solution](#)

1276.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Igor's solution](#)

1277.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Igor's solution](#)

1278.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[Igor's solution](#)

1279.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Igor's solution](#)

1280.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Igor's solution](#)

1281.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Igor's solution](#)

1282.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[Igor's solution](#)

1283.

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Igor's solution](#)

1284.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Igor's solution](#)

1285.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees
[Igor's solution](#)

1286.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,463 global accepts · Rating: 1500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[Igor's solution](#)

1287.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[Igor's solution](#)

1288.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,366 global accepts · Rating: 1500 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Igor's solution](#)

1289.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[Igor's solution](#)

1290.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2018-12-14 · last AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

implementation, two pointers

[Igor's solution](#)

1291.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Igor's solution](#)

1292.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Igor's solution](#)

1293.

1043C

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Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igor's solution](#)

1294.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

1295.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Igor's solution](#)

1296.

707C

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

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Igor's solution](#)

1297.

400C

[Inna and Huge Candy Matrix](#) · [Tutorial](#)

Quality: 3,010 global accepts · Rating: 1500 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igor's solution](#)

1298.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

1299.

566F

[Cliques in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Igor's solution](#)

1300.

743C

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Quality: 13,403 global accepts · Rating: 1500 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Igor's solution](#)

1301.

858C

[Did you mean... · Tutorial](#)

Quality: 5,883 global accepts · Rating: 1500 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Igor's solution](#)

1302.

166E

[Tetrahedron · Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[Igor's solution](#)

1303.

29B

[Traffic Lights · Tutorial](#)

Quality: 3,349 global accepts · Rating: 1500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

1304.

527C

[Glass Carving · Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[Igor's solution](#)

1305.

864C

[Bus · Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2018-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[Igor's solution](#)

1306.

1011C

[Fly · Tutorial](#)

Rating: 1500 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Igor's solution](#)

1307.

982C

[Cut 'em all! · Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2018-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[Igor's solution](#)

1308.

978F

[Mentors · Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[Igor's solution](#)

1309.

978D

[Almost Arithmetic Progression · Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[Igor's solution](#)

1310.

977E

[Cyclic Components · Tutorial](#)

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Igor's solution](#)

1311.

960B

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1312.

367A

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Quality: 4,546 global accepts · Rating: 1500 · first AC: 2018-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Igor's solution](#)

1313.

550C

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[Igor's solution](#)

1314.

550A

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Quality: 43,642 global accepts · Rating: 1500 · first AC: 2018-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings
[Igor's solution](#)

1315.

926G

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Quality: 1,736 global accepts · Rating: 1500 · first AC: 2018-03-17 · FPC (first AC) · Tags: —
[Igor's solution](#)

1316.

50B

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Quality: 6,451 global accepts · Rating: 1500 · first AC: 2018-03-16 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Igor's solution](#)

1317.

931D

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Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[Igor's solution](#)

1318.

584B

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Quality: 13,669 global accepts · Rating: 1500 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[Igor's solution](#)

1319.

409H

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Quality: 9,489 global accepts · Rating: 1500 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
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1320.

496B

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Quality: 6,207 global accepts · Rating: 1500 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Igor's solution](#)

1321.

864D

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Quality: 6,371 global accepts · Rating: 1500 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
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1322.

887C

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1323.

908C

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Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[Igor's solution](#)

1324.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Igor's solution](#)

1325.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[Igor's solution](#)

1326.

858B

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Quality: 4,106 global accepts · Rating: 1500 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1327.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-04-11 · MS C++ (first AC) · Tags: *special, constructive algorithms, implementation, sortings

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1328.

2A

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Quality: 31,228 global accepts · Rating: 1500 · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

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1329.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · last AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Igor's solution](#)

1330.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Igor's solution](#)

1331.

1971F

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Quality: 12,470 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[Igor's solution](#)

1332.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[Igor's solution](#)

1333.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[Igor's solution](#)

1334.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,795 global accepts · Rating: 1600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, number theory
[Igor's solution](#)

1335.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees
[Igor's solution](#)

1336.

1878D

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Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[Igor's solution](#)

1337.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Igor's solution](#)

1338.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[Igor's solution](#)

1339.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[Igor's solution](#)

1340.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[Igor's solution](#)

1341.

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,308 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation
[Igor's solution](#)

1342.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[Igor's solution](#)

1343.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

1344.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Igor's solution](#)

1345.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Igor's solution](#)

1346.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Igor's solution](#)

1347.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,978 global accepts · Rating: 1600 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math

[Igor's solution](#)

1348.

1526C2

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

Quality: 29,736 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Igor's solution](#)

1349.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Igor's solution](#)

1350.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[Igor's solution](#)

1351.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Igor's solution](#)

1352.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Igor's solution](#)

1353.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,745 global accepts · Rating: 1600 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Igor's solution](#)

1354.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Igor's solution](#)

1355.

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Igor's solution](#)

1356.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Igor's solution](#)

1357.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Igor's solution](#)

1358.

1622C

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Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

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1359.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Igor's solution](#)

1360.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Igor's solution](#)

1361.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Igor's solution](#)

1362.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Igor's solution](#)

1363.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Igor's solution](#)

1364.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Igor's solution](#)

1365.

1519D

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

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Igor's solution](#)

1366.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igor's solution](#)

1367.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Igor's solution](#)

1368.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Igor's solution](#)

1369.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Igor's solution](#)

1370.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[Igor's solution](#)

1371.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Igor's solution](#)

1372.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Igorl's solution](#)

1373.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, implementation

[Igorl's solution](#)

1374.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[Igorl's solution](#)

1375.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Igorl's solution](#)

1376.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Igorl's solution](#)

1377.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[Igorl's solution](#)

1378.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[Igorl's solution](#)

1379.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,120 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Igorl's solution](#)

1380.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Igorl's solution](#)

1381.

1251C

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

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Igorl's solution](#)

1382.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Igorl's solution](#)

1383.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Igor's solution](#)

1384.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1385.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Igor's solution](#)

1386.

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[Igor's solution](#)

1387.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,290 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Igor's solution](#)

1388.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Igor's solution](#)

1389.

1455D

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

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Igor's solution](#)

1390.

1437D

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

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[Igor's solution](#)

1391.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[Igor's solution](#)

1392.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[Igor's solution](#)

1393.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Igor's solution](#)

1394.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,607 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Igor's solution](#)

1395.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Igor's solution](#)

1396.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Igor's solution](#)

1397.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Igor's solution](#)

1398.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igor's solution](#)

1399.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,635 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[Igor's solution](#)

1400.

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1401.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[Igor's solution](#)

1402.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Igor's solution](#)

1403.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Igor's solution](#)**1404.**

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Igor's solution](#)**1405.**

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Igor's solution](#)**1406.**

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[Igor's solution](#)**1407.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Igor's solution](#)**1408.**

1234D

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

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Igor's solution](#)**1409.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Igor's solution](#)**1410.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,490 global accepts · Rating: 1600 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Igor's solution](#)**1411.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Igor's solution](#)**1412.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Igor's solution](#)

1413.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

[Igor's solution](#)

1414.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · last AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: trees

[Igor's solution](#)

1415.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Igor's solution](#)

1416.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,164 global accepts · Rating: 1600 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[Igor's solution](#)

1417.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[Igor's solution](#)

1418.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Igor's solution](#)

1419.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Igor's solution](#)

1420.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Igor's solution](#)

1421.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Igor's solution](#)

1422.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Igor's solution](#)

1423.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Igor's solution](#)

1424.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,275 global accepts · Rating: 1600 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Igor's solution](#)

1425.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Igor's solution](#)

1426.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[Igor's solution](#)

1427.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[Igor's solution](#)

1428.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,983 global accepts · Rating: 1600 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Igor's solution](#)

1429.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Igor's solution](#)

1430.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, number theory

[Igor's solution](#)

1431.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Igor's solution](#)

1432.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[Igor's solution](#)

1433.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[Igor's solution](#)

1434.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Igor's solution](#)

1435.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Igor's solution](#)

1436.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[Igor's solution](#)

1437.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

1438.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Igor's solution](#)

1439.

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Igor's solution](#)

1440.

1046H

[Palindrome Pairs](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing

[Igor's solution](#)

1441.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,315 global accepts · Rating: 1600 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Igor's solution](#)

1442.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Igor's solution](#)

1443.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · last AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[Igor's solution](#)

1444.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Igor's solution](#)

1445.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2018-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Igor's solution](#)

1446.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Igor's solution](#)

1447.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[Igor's solution](#)

1448.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Igor's solution](#)

1449.

1003D

[Coins and Queries](#) · [Tutorial](#)

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[Igor's solution](#)

1450.

979C

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

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[Igor's solution](#)

1451.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2018-04-14 · last AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[Igor's solution](#)

1452.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Igor's solution](#)

1453.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Igor's solution](#)

1454.

926D

[Choose Place](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 1600 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: —
[Igor's solution](#)

1455.

931E

[Game with String](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[Igor's solution](#)

1456.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

1457.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Igor's solution](#)

1458.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2018-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[Igor's solution](#)

1459.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Igor's solution](#)

1460.

244B

[Undoubtedly Lucky Numbers](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1600 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Igor's solution](#)

1461.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Igor's solution](#)

1462.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Igor's solution](#)

1463.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[Igor's solution](#)

1464.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Igor's solution](#)

1465.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Igor's solution](#)

1466.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[Igor's solution](#)

1467.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Igor's solution](#)

1468.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[Igor's solution](#)

1469.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Igor's solution](#)

1470.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

1471.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Igor's solution](#)

1472.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Igor's solution](#)

1473.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1474.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1475.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · MS C++ (first AC) · Tags: binary search, ternary search

[Igor's solution](#)

1476.

753B

[Interactive Bulls and Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 1600 · first AC: 2016-12-29 · MS C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[Igor's solution](#)

1477.

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,009 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, implementation

[Igor's solution](#)

1478.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Igor's solution](#)

1479.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Igor's solution](#)

1480.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[Igor's solution](#)

1481.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[Igor's solution](#)

1482.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[Igor's solution](#)

1483.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Igor's solution](#)

1484.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Igor's solution](#)

1485.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Igor's solution](#)

1486.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths, trees

[IgorI's solution](#)

1487.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[IgorI's solution](#)

1488.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[IgorI's solution](#)

1489.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[IgorI's solution](#)

1490.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[IgorI's solution](#)

1491.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[IgorI's solution](#)

1492.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[IgorI's solution](#)

1493.

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[IgorI's solution](#)

1494.

1743D

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

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[IgorI's solution](#)

1495.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[IgorI's solution](#)

1496.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[IgorI's solution](#)

1497.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math
[Igor's solution](#)

1498.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[Igor's solution](#)

1499.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[Igor's solution](#)

1500.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math
[Igor's solution](#)

1501.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
[Igor's solution](#)

1502.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Igor's solution](#)

1503.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings
[Igor's solution](#)

1504.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
[Igor's solution](#)

1505.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[Igor's solution](#)

1506.

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2022-04-30 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math
[Igor's solution](#)

1507.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Igor's solution](#)

1508.

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

1509.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[Igor's solution](#)

1510.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Igor's solution](#)

1511.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

1512.

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Igor's solution](#)

1513.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[Igor's solution](#)

1514.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Igor's solution](#)

1515.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Igor's solution](#)

1516.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[Igor's solution](#)

1517.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[Igor's solution](#)

1518.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[Igor's solution](#)

1519.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[Igor's solution](#)

1520.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[Igor's solution](#)

1521.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[Igor's solution](#)

1522.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[Igor's solution](#)

1523.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[Igor's solution](#)

1524.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[Igor's solution](#)

1525.

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2021-01-19 · last AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Igor's solution](#)

1526.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Igor's solution](#)

1527.

32C

[Flea](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igor's solution](#)

1528.

1462E2

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

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[Igor's solution](#)

1529.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1530.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Igor's solution](#)

1531.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Igor's solution](#)

1532.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Igor's solution](#)

1533.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Igor's solution](#)

1534.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Igor's solution](#)

1535.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1536.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Igor's solution](#)

1537.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Igor's solution](#)

1538.

499C

[Crazy Town](#) · [Tutorial](#)

Quality: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Igor's solution](#)

1539.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[Igor's solution](#)

1540.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · last AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Igor's solution](#)

1541.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[Igor's solution](#)

1542.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[Igor's solution](#)

1543.

1333C

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

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[Igor's solution](#)

1544.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[Igor's solution](#)

1545.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,013 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Igor's solution](#)

1546.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Igor's solution](#)

1547.

1295B

[Infinite Prefixes](#) · [Tutorial](#)

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Igor's solution](#)

1548.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[Igor's solution](#)

1549.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[Igor's solution](#)

1550.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[Igor's solution](#)

1551.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[Igor's solution](#)

1552.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

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1553.

1204C

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1554.

283B

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1555.

1185D

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1556.

1185C2

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1557.

1148C

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1558.

1168A

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1559.

35D

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1560.

1142A

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1561.

102D

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1562.

621C

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1563.

1114C

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1564.

1111B

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1565.

1111C

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1566.

1091D

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1567.

1061C

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1568.

201A

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1569.

339D

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1570.

349B

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1571.

467C

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1572.

193A

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1573.

474D

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1574.

1043D

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1575.

1068C

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[Igor's solution](#)

1576.

1073D

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1577.

919D

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1578.

797C

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1579.

66D

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[Igor's solution](#)

1580.

740C

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1581.

1041D

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Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

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1582.

590A

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[Igor's solution](#)

1583.

1037D

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Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Igor's solution](#)

1584.

4D

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[Igor's solution](#)

1585.

29C

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Quality: 6,479 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation

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1586.

489D

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1587.

625A

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1588.

1019A

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1589.

1009D

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1590.

1009C

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1591.

984C

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1592.

978G

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1593.

977F

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Quality: 25,131 global accepts · Rating: 1700 · first AC: 2018-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

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1594.

960C

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[Igor's solution](#)

1595.

926C

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[Igor's solution](#)

1596.

923A

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Quality: 5,419 global accepts · Rating: 1700 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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1597.

931C

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Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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1598.

929C

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1599.

833A

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1600.

584C

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1601.

938C

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Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms

[Igor's solution](#)

1602.

466C

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1603.

789B

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Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-30 · MS C++ (first AC) · Tags: brute force, implementation, math

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1604.

2185G

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1605.

2153D

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1606.

801C

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1607.

2005C

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1608.

2014E

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1609.

2008G

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1610.

1979D

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1974E

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1907F

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15B

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794C

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1862F

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1856E1

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1859D

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1851F

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[Igor's solution](#)**1619.**

1848C

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1620.

1846F

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1621.

1846E2

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1622.

1845D

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1623.

1780D

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1624.

1775D

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1625.

1768D

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1626.

1554D

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1627.

1758D

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1628.

1759F

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1629.

66C

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1630.

1728D

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1631.

49D

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1632.

1729E

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1633.

926B

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1634.

917A

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1635.

946D

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1636.

1721D

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1637.

3C

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1638.

140C

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Quality: 4,755 global accepts · Rating: 1800 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[Igor's solution](#)

1639.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings, trees

[Igor's solution](#)

1640.

958F2

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Quality: 1,449 global accepts · Rating: 1800 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, two pointers
[Igor's solution](#)

1641.

1443F

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Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math
[Igor's solution](#)

1642.

1443D

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Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
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1643.

1709C

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1644.

899D

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1645.

963A

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Quality: 3,640 global accepts · Rating: 1800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Igor's solution](#)

1646.

33C

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1647.

141C

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Quality: 2,726 global accepts · Rating: 1800 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[Igor's solution](#)

1648.

1678B2

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Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Igor's solution](#)

1649.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[Igor's solution](#)

1650.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

geometry

[Igor's solution](#)

1651.

433C

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Quality: 2,619 global accepts · Rating: 1800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings

[Igor's solution](#)

1652.

1649D

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Rating: 1800 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, sortings

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1653.

1635D

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1654.

1630B

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1655.

939E

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1656.

448D

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Quality: 16,667 global accepts · Rating: 1800 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

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1657.

1620C

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1658.

1617D1

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Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

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1659.

979B

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1660.

1611F

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Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two

pointers

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1661.

1552C

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[Igor's solution](#)

1662.

1552D

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1663.

404C

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1664.

1582F1

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[Igor's solution](#)

1665.

863D

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Quality: 3,813 global accepts · Rating: 1800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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1666.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Igor's solution](#)

1667.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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1668.

991E

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Quality: 3,728 global accepts · Rating: 1800 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

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1669.

1505D

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Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, number theory

[Igor's solution](#)

1670.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2021-03-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Igor's solution](#)

1671.

1500A

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Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[Igor's solution](#)

1672.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[Igor's solution](#)

1673.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Igor's solution](#)

1674.

1152C

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Quality: 7,083 global accepts · Rating: 1800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Igor's solution](#)

1675.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Igor's solution](#)

1676.

1367D

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Quality: 8,809 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Igor's solution](#)

1677.

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Igor's solution](#)

1678.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[Igor's solution](#)

1679.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[Igor's solution](#)

1680.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Igor's solution](#)

1681.

1396B

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Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Igor's solution](#)

1682.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Igor's solution](#)

1683.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Igor's solution](#)

1684.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Igor's solution](#)

1685.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Igor's solution](#)

1686.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[Igor's solution](#)

1687.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Igor's solution](#)

1688.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Igor's solution](#)

1689.

1290B

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[Igor's solution](#)

1690.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Igor's solution](#)

1691.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[Igor's solution](#)

1692.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Igor's solution](#)

1693.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[Igor's solution](#)

1694.

1326D2

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

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Igor's solution](#)

1695.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[Igor's solution](#)

1696.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Igor's solution](#)

1697.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,218 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Igor's solution](#)

1698.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,043 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[Igor's solution](#)

1699.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Igor's solution](#)

1700.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[Igor's solution](#)

1701.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1702.

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[Igor's solution](#)

1703.

538D

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Quality: 2,522 global accepts · Rating: 1800 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Igor's solution](#)

1704.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Igor's solution](#)

1705.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

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1706.

1186C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · last AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igor's solution](#)

1707.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1708.

1172A

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Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1709.

1177B

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Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

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1710.

1148D

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Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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1711.

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

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1712.

1133E

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Quality: 6,442 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

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1713.

1136D

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Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1714.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

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1715.

1108E1

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Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

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1716.

1083A

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Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

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1717.

1077E

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Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Igor's solution](#)

1718.

1068E

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Rating: 1800 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[Igor's solution](#)

1719.

1073C

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Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[Igor's solution](#)

1720.

700B

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Quality: 4,641 global accepts · Rating: 1800 · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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1721.

822D

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Quality: 3,283 global accepts · Rating: 1800 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Igor's solution](#)

1722.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory
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1723.

1047C

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Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[Igor's solution](#)

1724.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[Igor's solution](#)

1725.

888E

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Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[Igor's solution](#)

1726.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[Igor's solution](#)

1727.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[Igor's solution](#)

1728.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Igor's solution](#)

1729.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp
[Igor's solution](#)

1730.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Igor's solution](#)

1731.

952D

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

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2018-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, probabilities
[Igor's solution](#)

1732.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities
[Igor's solution](#)

1733.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[Igor's solution](#)

1734.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Igor's solution](#)

1735.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Igor's solution](#)

1736.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[Igor's solution](#)

1737.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[Igor's solution](#)

1738.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Igor's solution](#)

1739.

772A

[Voltage Keepsake](#) · [Tutorial](#)

Quality: 4,989 global accepts · Rating: 1800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Igor's solution](#)

1740.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Igor's solution](#)

1741.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Igor's solution](#)

1742.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[Igor's solution](#)

1743.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[Igorl's solution](#)

1744.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[Igorl's solution](#)

1745.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Igorl's solution](#)

1746.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Igorl's solution](#)

1747.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,382 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Igorl's solution](#)

1748.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[Igorl's solution](#)

1749.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Igorl's solution](#)

1750.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Igorl's solution](#)

1751.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Igorl's solution](#)

1752.

1974F

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Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

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1753.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs,

hashing, implementation, strings

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1754.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Igor's solution](#)

1755.

1902D

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Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[Igor's solution](#)

1756.

1902E

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Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Igor's solution](#)

1757.

1773A

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[Igor's solution](#)

1758.

1773K

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Quality: 1,678 global accepts · Rating: 1900 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1759.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Igor's solution](#)

1760.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Igor's solution](#)

1761.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Igor's solution](#)

1762.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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1763.

1260D

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Quality: 4,193 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Igor's solution](#)

1764.

353B

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Quality: 2,434 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation, math, sortings

[Igor's solution](#)

1765.

1878F

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[Igor's solution](#)

1766.

1866C

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[Igor's solution](#)

1767.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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1768.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Igor's solution](#)

1769.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Igor's solution](#)

1770.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[Igor's solution](#)

1771.

1794D

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Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[Igor's solution](#)

1772.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[Igor's solution](#)

1773.

57C

[Array](#) · [Tutorial](#)

Quality: 4,006 global accepts · Rating: 1900 · first AC: 2023-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Igor's solution](#)

1774.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[Igor's solution](#)

1775.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[Igor's solution](#)

1776.

1759G

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Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[Igor's solution](#)

1777.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers
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1778.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Igor's solution](#)

1779.

1729F

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Quality: 4,553 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math
[Igor's solution](#)

1780.

928D

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1781.

935D

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Quality: 2,812 global accepts · Rating: 1900 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
[Igor's solution](#)

1782.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[Igor's solution](#)

1783.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
[Igor's solution](#)

1784.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[Igor's solution](#)

1785.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

1786.

45C

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Quality: 1,147 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Igor's solution](#)

1787.

1012B

[Chemical table](#) · [Tutorial](#)

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[Igor's solution](#)

1788.

1362E

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

Rating: 1900 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[Igor's solution](#)

1789.

1702G1

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Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[Igor's solution](#)

1790.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[Igor's solution](#)

1791.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Igor's solution](#)

1792.

952B

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Quality: 2,116 global accepts · Rating: 1900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, interactive

[Igor's solution](#)

1793.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Igor's solution](#)

1794.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Igor's solution](#)

1795.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,233 global accepts · Rating: 1900 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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1796.

1679D

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Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Igor's solution](#)

1797.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Igor's solution](#)

1798.

656A

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Igor's solution](#)

1799.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Igor's solution](#)

1800.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Igor's solution](#)

1801.

1651D

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Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Igor's solution](#)

1802.

1649E

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

Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

[Igor's solution](#)

1803.

1650E

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Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Igor's solution](#)

1804.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2022-03-01 · last AC: 2022-03-01 · Java 11 (first AC) · Tags: dp, math

[Igor's solution](#)

1805.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Igor's solution](#)

1806.

448C

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Quality: 10,791 global accepts · Rating: 1900 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[Igor's solution](#)

1807.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[Igor's solution](#)

1808.

1375D

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1809.

1620E

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[Igor's solution](#)

1810.

981D

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1811.

1547F

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1812.

1611E2

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Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Igor's solution](#)

1813.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, trees

[Igor's solution](#)

1814.

999D

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Quality: 4,897 global accepts · Rating: 1900 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Igor's solution](#)

1815.

1000D

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Quality: 5,044 global accepts · Rating: 1900 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Igor's solution](#)

1816.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[Igor's solution](#)

1817.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Igor's solution](#)

1818.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[Igor's solution](#)

1819.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[Igor's solution](#)

1820.

1477B

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Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Igor's solution](#)

1821.

1475F

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[Igor's solution](#)

1822.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, sortings

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1823.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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1824.

1453D

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[Igor's solution](#)

1825.

1307D

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1826.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[Igor's solution](#)

1827.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[Igor's solution](#)

1828.

1428D

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Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igor's solution](#)

1829.

1294E

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

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Igor's solution](#)

1830.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Igor's solution](#)

1831.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Igor's solution](#)

1832.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

1833.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-05-17 · last AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Igor's solution](#)

1834.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[Igor's solution](#)

1835.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Igor's solution](#)

1836.

1155D

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Quality: 7,719 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Igor's solution](#)

1837.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Igor's solution](#)

1838.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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1839.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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1840.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[Igor's solution](#)

1841.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[Igor's solution](#)

1842.

1213E

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Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Igor's solution](#)

1843.

1208D

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Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[Igor's solution](#)

1844.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[Igor's solution](#)

1845.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Igor's solution](#)

1846.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · last AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Igor's solution](#)

1847.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Igor's solution](#)

1848.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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1849.

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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1850.

1168B

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Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

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1851.

1119E

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Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

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1852.

1141F1

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1853.

1133F2

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1854.

1112C

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Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

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1855.

1117C

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Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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1856.

1105D

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1857.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1858.

1078A

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Rating: 1900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths

[Igor's solution](#)

1859.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Igor's solution](#)

1860.

650B

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[Igor's solution](#)

1861.

944E

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Rating: 1900 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[Igor's solution](#)

1862.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2018-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[Igor's solution](#)

1863.

20C

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Quality: 46,882 global accepts · Rating: 1900 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Igor's solution](#)

1864.

1068D

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Rating: 1900 · first AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Igor's solution](#)

1865.

1043E

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Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Igor's solution](#)

1866.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Igor's solution](#)

1867.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Igor's solution](#)

1868.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Igor's solution](#)

1869.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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1870.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[Igor's solution](#)

1871.

1029D

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Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Igor's solution](#)

1872.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

1873.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[Igor's solution](#)

1874.

994D

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

Rating: 1900 · first AC: 2018-06-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Igor's solution](#)

1875.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[Igor's solution](#)

1876.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, number theory

[Igor's solution](#)

1877.

928C

[Dependency management](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: *special, graphs, implementation

[Igor's solution](#)

1878.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Igor's solution](#)

1879.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Igor's solution](#)

1880.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Igor's solution](#)

1881.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Igor's solution](#)

1882.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Igor's solution](#)

1883.

1974G

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Quality: 5,894 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Igor's solution](#)

1884.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Igor's solution](#)

1885.

1891F

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Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Igor's solution](#)

1886.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
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1887.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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1888.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
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1889.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Igor's solution](#)

1890.

1862G

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Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings
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1891.

1857G

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Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[Igor's solution](#)

1892.

1851G

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

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers
[Igor's solution](#)

1893.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,061 global accepts · Rating: 2000 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[Igor's solution](#)

1894.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[Igor's solution](#)

1895.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

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[Igor's solution](#)

1896.

1772F

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

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[Igor's solution](#)

1897.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: math, two pointers

[Igor's solution](#)

1898.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Igor's solution](#)

1899.

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[Igor's solution](#)

1900.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Igor's solution](#)

1901.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Igor's solution](#)

1902.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Igor's solution](#)

1903.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Igor's solution](#)

1904.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Igor's solution](#)

1905.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

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1906.

1712D

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Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

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1907.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

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1908.

1716D

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Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

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1909.

1716C

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

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1910.

958A2

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Quality: 1,058 global accepts · Rating: 2000 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

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1911.

1584D

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Quality: 3,991 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, interactive, math

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1912.

1702G2

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Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Igorl's solution](#)

1913.

1690G

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Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Igorl's solution](#)

1914.

8C

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Quality: 4,212 global accepts · Rating: 2000 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Igorl's solution](#)

1915.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Igorl's solution](#)

1916.

954G

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Quality: 2,401 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Igorl's solution](#)

1917.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Igorl's solution](#)

1918.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2022-04-30 · Kotlin 1.5 (first AC) · Tags: games

[Igorl's solution](#)

1919.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Igorl's solution](#)

1920.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Igorl's solution](#)

1921.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Igorl's solution](#)

1922.

346B

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Quality: 4,260 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

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1923.

1638D

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Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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1924.

1354C2

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Quality: 6,372 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[Igorl's solution](#)

1925.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Igorl's solution](#)

1926.

952E

[Cheese Board](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Igor's solution](#)

1927.

961D

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Quality: 4,873 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[Igor's solution](#)

1928.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[Igor's solution](#)

1929.

1624F

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Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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1930.

1624E

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[Igor's solution](#)

1931.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Igor's solution](#)

1932.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Igor's solution](#)

1933.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Igor's solution](#)

1934.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[Igor's solution](#)

1935.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Igor's solution](#)

1936.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp,

greedy, math

[Igor's solution](#)

1937.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Igor's solution](#)

1938.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Igor's solution](#)

1939.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Igor's solution](#)

1940.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[Igor's solution](#)

1941.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igor's solution](#)

1942.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Igor's solution](#)

1943.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Igor's solution](#)

1944.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[Igor's solution](#)

1945.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Igor's solution](#)

1946.

1454E

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

Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs,

trees

[Igorl's solution](#)

1947.

1438C

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Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

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1948.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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1949.

1416C

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1950.

1416B

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Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1951.

1294F

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Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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1952.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

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1953.

242E

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Quality: 11,857 global accepts · Rating: 2000 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

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1954.

1103B

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1955.

1385E

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Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1956.

1380D

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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

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1957.

1366D

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Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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1958.

1349C

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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

[Igor's solution](#)

1959.

1349B

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

[Igor's solution](#)

1960.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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1961.

516B

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Rating: 2000 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, implementation

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1962.

1320C

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Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings

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1963.

1301D

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Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Igor's solution](#)

1964.

1268B

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Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Igor's solution](#)

1965.

1266D

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Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · last AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[Igor's solution](#)

1966.

1223D

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Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Igor's solution](#)

1967.

1234E

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Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igor's solution](#)

1968.

1209E1

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Igor's solution](#)

1969.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[Igor's solution](#)

1970.

920F

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Quality: 8,601 global accepts · Rating: 2000 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Igor's solution](#)

1971.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[Igor's solution](#)

1972.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

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1973.

379D

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[Igor's solution](#)

1974.

1198C

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Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[Igor's solution](#)

1975.

1191F

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Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[Igor's solution](#)

1976.

1185E

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Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · last AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Igor's solution](#)

1977.

1142B

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Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Igor's solution](#)

1978.

621E

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Quality: 3,244 global accepts · Rating: 2000 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Igor's solution](#)

1979.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,523 global accepts · Rating: 2000 · first AC: 2019-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Igor's solution](#)

1980.

1060E

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

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Igor's solution](#)

1981.

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Igor's solution](#)

1982.

897D

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

Rating: 2000 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[Igor's solution](#)

1983.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[Igor's solution](#)

1984.

893E

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Quality: 4,203 global accepts · Rating: 2000 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Igor's solution](#)

1985.

1030E

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

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Igor's solution](#)

1986.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Igor's solution](#)

1987.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[Igor's solution](#)

1988.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[Igor's solution](#)

1989.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Igor's solution](#)

1990.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, probabilities

[Igor's solution](#)

1991.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Igor's solution](#)

1992.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Igor's solution](#)

1993.

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Igor's solution](#)

1994.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2018-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths

[Igor's solution](#)

1995.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Igor's solution](#)

1996.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[Igor's solution](#)

1997.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Igor's solution](#)

1998.

886D

[Restoration of string](#) · [Tutorial](#)

Quality: 1,955 global accepts · Rating: 2000 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Igor's solution](#)

1999.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Igor's solution](#)

2000.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Igor's solution](#)

2001.

993C

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Quality: 1,808 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry

[Igor's solution](#)

2002.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[Igor's solution](#)

2003.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Igor's solution](#)

2004.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Igor's solution](#)

2005.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[Igor's solution](#)

2006.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[Igor's solution](#)

2007.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs
[Igor's solution](#)

2008.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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2009.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math
[Igor's solution](#)

2010.

1884D

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Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
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2011.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy
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2012.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[Igor's solution](#)

2013.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive
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2014.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Igor's solution](#)

2015.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,998 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[Igor's solution](#)

2016.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Igor's solution](#)

2017.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[Igor's solution](#)

2018.

1729G

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Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[Igor's solution](#)

2019.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Igor's solution](#)

2020.

992D

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Quality: 1,751 global accepts · Rating: 2100 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Igor's solution](#)

2021.

1711D

[Rain](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings

[Igor's solution](#)

2022.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Igor's solution](#)

2023.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[Igor's solution](#)

2024.

1C

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Quality: 6,481 global accepts · Rating: 2100 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[Igor's solution](#)

2025.

988E

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Quality: 4,427 global accepts · Rating: 2100 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Igor's solution](#)

2026.

1660F2

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Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, strings

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2027.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-03-18 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, games,

graphs, greedy, implementation, sortings

[Igor's solution](#)

2028.

1650G

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Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[Igor's solution](#)

2029.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[Igor's solution](#)

2030.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

2031.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[Igor's solution](#)

2032.

1598E

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Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Igor's solution](#)

2033.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Igor's solution](#)

2034.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Igor's solution](#)

2035.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Igor's solution](#)

2036.

1482E

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[Igor's solution](#)

2037.

1486D

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Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Igor's solution](#)

2038.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees

[Igor's solution](#)

2039.

1472G

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Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Igor's solution](#)

2040.

1472F

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Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[Igor's solution](#)

2041.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[Igor's solution](#)

2042.

1413E

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Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[Igor's solution](#)

2043.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings, trees

[Igor's solution](#)

2044.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[Igor's solution](#)

2045.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Igor's solution](#)

2046.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Igor's solution](#)

2047.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Igor's solution](#)

2048.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[Igor's solution](#)**2049.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[Igor's solution](#)**2050.**

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[Igor's solution](#)**2051.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Igor's solution](#)**2052.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Igor's solution](#)**2053.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Igor's solution](#)**2054.**

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[Igor's solution](#)**2055.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Igor's solution](#)**2056.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2100 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[Igor's solution](#)**2057.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[Igor's solution](#)

2058.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-18 · last AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Igor's solution](#)

2059.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Igor's solution](#)

2060.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2019-09-11 · last AC: 2019-09-11 · Python 3 (first AC) · Tags: binary search, constructive algorithms, math

[Igor's solution](#)

2061.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Igor's solution](#)

2062.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[Igor's solution](#)

2063.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-05 · last AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Igor's solution](#)

2064.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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2065.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Igor's solution](#)

2066.

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[Igor's solution](#)

2067.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

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2068.

283C

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Quality: 1,566 global accepts · Rating: 2100 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igor's solution](#)

2069.

284E

[Coin Troubles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[Igor's solution](#)

2070.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · last AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

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2071.

1185G1

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Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · last AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

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2072.

1167E

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Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

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2073.

1163D

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Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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2074.

1154F

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Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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2075.

1112D

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Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings

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2076.

1117D

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Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

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2077.

1000E

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Quality: 6,506 global accepts · Rating: 2100 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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2078.

1098B

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Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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2079.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2018-12-13 · last AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

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2080.

1078B

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2081.

1039B

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Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

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2082.

821E

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Quality: 1,666 global accepts · Rating: 2100 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

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2083.

590B

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Quality: 2,030 global accepts · Rating: 2100 · first AC: 2018-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

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2084.

1023E

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Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, matrices

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2085.

936B

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2086.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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2087.

2014G

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Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

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2088.

2036G

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Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

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2089.

1907G

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2090.

1901E

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2091.

1773B

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[Igor's solution](#)

2092.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Igor's solution](#)

2093.

1618G

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Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

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2094.

1848D

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Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

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2095.

1840F

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Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs

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2096.

1840G1

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Quality: 2,796 global accepts · Rating: 2200 · first AC: 2023-06-06 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

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2097.

1800G

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Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

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2098.

1178F1

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Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

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2099.

70C

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Quality: 632 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

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2100.

1772G

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Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

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2101.

19C

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Quality: 1,325 global accepts · Rating: 2200 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures

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2102.

28C

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Quality: 1,288 global accepts · Rating: 2200 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

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2103.

1741G

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Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

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2104.

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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2105.

612E

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Quality: 2,007 global accepts · Rating: 2200 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[Igor's solution](#)

2106.

1721E

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Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

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2107.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

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2108.

1234F

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

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

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2109.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[Igor's solution](#)

2110.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[Igor's solution](#)

2111.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

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2112.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Igor's solution](#)

2113.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Igor's solution](#)

2114.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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2115.

908D

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Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Igor's solution](#)

2116.

1635E

[Cars](#) · [Tutorial](#)

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2117.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Igor's solution](#)

2118.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[Igor's solution](#)

2119.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory
[Igor's solution](#)

2120.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Igor's solution](#)

2121.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[Igor's solution](#)

2122.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[Igor's solution](#)

2123.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[Igor's solution](#)

2124.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[Igor's solution](#)

2125.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, number theory, shortest paths
[Igor's solution](#)

2126.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[Igor's solution](#)

2127.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Igor's solution](#)

2128.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Igor's solution](#)

2129.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Igor's solution](#)

2130.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Igor's solution](#)

2131.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Igor's solution](#)

2132.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Igor's solution](#)

2133.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[Igor's solution](#)

2134.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[Igor's solution](#)

2135.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Igor's solution](#)

2136.

1407D

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

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

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2137.

1398E

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Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Igor's solution](#)

2138.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-07-18 · last AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[Igor's solution](#)

2139.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

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2140.

1155E

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Quality: 1,600 global accepts · Rating: 2200 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

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2141.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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2142.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

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2143.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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2144.

1328F

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Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · last AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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2145.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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2146.

1295E

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Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

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2147.

538E

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Quality: 1,639 global accepts · Rating: 2200 · first AC: 2019-12-04 · last AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Igor's solution](#)

2148.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

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2149.

590C

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Quality: 3,553 global accepts · Rating: 2200 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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2150.

1220E

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Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · last AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Igor's solution](#)

2151.

1208E

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Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Igor's solution](#)

2152.

1158B

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Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[Igor's solution](#)

2153.

1179C

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Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[Igor's solution](#)

2154.

1168C

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Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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2155.

1140E

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Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[Igor's solution](#)

2156.

1153E

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Quality: 1,756 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[Igor's solution](#)

2157.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Igor's solution](#)

2158.

1136E

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Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Igor's solution](#)

2159.

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

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2160.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Igor's solution](#)

2161.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · last AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

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2162.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[Igor's solution](#)

2163.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[Igor's solution](#)

2164.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · last AC: 2018-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Igor's solution](#)

2165.

1047D

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

Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Igor's solution](#)

2166.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Igor's solution](#)

2167.

1037E

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Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Igor's solution](#)

2168.

926H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2200 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2169.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2025-10-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[Igor's solution](#)

2170.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Igor's solution](#)

2171.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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2172.

1917D

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Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Igor's solution](#)

2173.

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

[Igor's solution](#)

2174.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Igor's solution](#)

2175.

1866D

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Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Igor's solution](#)

2176.

1073E

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Quality: 3,574 global accepts · Rating: 2300 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

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2177.

1849E

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Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

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2178.

993E

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Quality: 1,786 global accepts · Rating: 2300 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

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2179.

1797E

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Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Igor's solution](#)

2180.

1798E

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[Igor's solution](#)

2181.

590D

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Quality: 1,333 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Igor's solution](#)

2182.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Igor's solution](#)

2183.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Igor's solution](#)

2184.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Igor's solution](#)

2185.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[Igor's solution](#)

2186.

1743F

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Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[Igor's solution](#)

2187.

1728E

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Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Igor's solution](#)

2188.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Igor's solution](#)

2189.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Igor's solution](#)

2190.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[Igor's solution](#)

2191.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[Igor's solution](#)

2192.

1625D

[Binary Spiders](#) · [Tutorial](#)

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2193.

1621E

[New School](#) · [Tutorial](#)

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[Igor's solution](#)

2194.

1552E

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2195.

1614D2

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Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

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2196.

1610E

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Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

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2197.

1584E

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2198.

1451E2

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2199.

1070J

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2200.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

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2201.

1468M

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2202.

1453E

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Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

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2203.

1408F

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Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · last AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

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2204.

1404C

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Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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2205.

1396C

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Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Igor's solution](#)

2206.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[Igor's solution](#)

2207.

1394B

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Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[Igor's solution](#)

2208.

1385G

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Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Igor's solution](#)

2209.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[Igor's solution](#)

2210.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[Igor's solution](#)

2211.

516C

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Rating: 2300 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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2212.

1304F1

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2213.

1292C

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2214.

1270E

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Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

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2215.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[Igor's solution](#)

2216.

1217E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

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2217.

1188B

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[Igor's solution](#)

2218.

732F

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Quality: 3,284 global accepts · Rating: 2300 · first AC: 2019-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[Igor's solution](#)

2219.

1131E

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Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[Igor's solution](#)

2220.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings
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2221.

803G

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Quality: 1,890 global accepts · Rating: 2300 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Igor's solution](#)

2222.

937E

[Lock Puzzle](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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2223.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings
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2224.

870E

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[Igor's solution](#)

2225.

2153E

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Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[Igor's solution](#)

2226.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation
[Igor's solution](#)

2227.

1051F

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Quality: 3,754 global accepts · Rating: 2400 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees
[Igor's solution](#)

2228.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[Igor's solution](#)

2229.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Igor's solution](#)

2230.

1979E

[Manhattan Triangle](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Igor's solution](#)

2231.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Igor's solution](#)

2232.

1912H

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Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Igor's solution](#)

2233.

1902F

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Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Igor's solution](#)

2234.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Igor's solution](#)

2235.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Igor's solution](#)

2236.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Igor's solution](#)

2237.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Igor's solution](#)

2238.

1794E

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

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

dp, greedy, hashing, implementation, trees

[Igor's solution](#)

2239.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[Igor's solution](#)

2240.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Igor's solution](#)

2241.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Igor's solution](#)

2242.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Igor's solution](#)

2243.

1079F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Igor's solution](#)

2244.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Igor's solution](#)

2245.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, two pointers

[Igor's solution](#)

2246.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Igor's solution](#)

2247.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Igor's solution](#)

2248.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures,

implementation

[Igor's solution](#)

2249.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Igor's solution](#)

2250.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Igor's solution](#)

2251.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Igor's solution](#)

2252.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-31 · last AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Igor's solution](#)

2253.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[Igor's solution](#)

2254.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Igor's solution](#)

2255.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Igor's solution](#)

2256.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Igor's solution](#)

2257.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[Igor's solution](#)

2258.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Igor's solution](#)

2259.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Igor's solution](#)

2260.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Igor's solution](#)

2261.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Igor's solution](#)

2262.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[Igor's solution](#)

2263.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Igor's solution](#)

2264.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Igor's solution](#)

2265.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[Igor's solution](#)

2266.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[Igor's solution](#)

2267.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Igor's solution](#)

2268.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[Igor's solution](#)

2269.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Igor's solution](#)

2270.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2020-07-17 · last AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Igor's solution](#)

2271.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Igor's solution](#)

2272.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Igor's solution](#)

2273.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Igor's solution](#)

2274.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-04-17 · last AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[Igor's solution](#)

2275.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Igor's solution](#)

2276.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Igor's solution](#)

2277.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Igor's solution](#)

2278.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[Igor's solution](#)

2279.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees
[Igor's solution](#)

2280.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[Igor's solution](#)

2281.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
[Igor's solution](#)

2282.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-05 · last AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[Igor's solution](#)

2283.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[Igor's solution](#)

2284.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[Igor's solution](#)

2285.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2018-11-05 · last AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory, ternary search
[Igor's solution](#)

2286.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Igor's solution](#)

2287.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Igor's solution](#)

2288.

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Igor's solution](#)

2289.

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[Igor's solution](#)

2290.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[Igor's solution](#)

2291.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-09-25 · last AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, probabilities

[Igor's solution](#)

2292.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Igor's solution](#)

2293.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Igor's solution](#)

2294.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[Igor's solution](#)

2295.

1906K

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

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Igor's solution](#)

2296.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[Igor's solution](#)

2297.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[Igor's solution](#)

2298.

1859E

[Maximum Monogosity](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Igor's solution](#)

2299.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[Igor's solution](#)

2300.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Igor's solution](#)

2301.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Igor's solution](#)

2302.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Igor's solution](#)

2303.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Igor's solution](#)

2304.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Igor's solution](#)

2305.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Igor's solution](#)

2306.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Igor's solution](#)

2307.

1181E1

[A Story of One Country \(Easy\) · Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-16 · last AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Igor's solution](#)

2308.

1716F

[Bags with Balls · Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Igor's solution](#)

2309.

1716E

[Swap and Maximum Block · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Igor's solution](#)

2310.

1710C

[XOR Triangle · Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Igor's solution](#)

2311.

1492E

[Almost Fault-Tolerant Database · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[Igor's solution](#)

2312.

1709F

[Multiset of Strings · Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Igor's solution](#)

2313.

1677D

[Tokitsukaze and Permutations · Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Igor's solution](#)

2314.

1666E

[Even Split · Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Igor's solution](#)

2315.

341D

[lahub and Xors · Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Igor's solution](#)

2316.

1665E

[MinimizOR · Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Igor's solution](#)

2317.

1625E1

[Cats on the Upgrade \(easy version\) · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Igor's solution](#)

2318.

1647E

[Madoka and the Sixth-graders · Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[Igor's solution](#)

2319.

1481E

[Sorting Books · Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Igor's solution](#)

2320.

1623E

[Middle Duplication · Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Igor's solution](#)

2321.

1468G

[Hobbits · Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[Igor's solution](#)

2322.

1468I

[Plane Tiling · Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[Igor's solution](#)

2323.

1474E

[What Is It? · Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

2324.

1438E

[Yurii Can Do Everything · Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[Igor's solution](#)

2325.

1418G

[Three Occurrences · Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Igor's solution](#)

2326.

1420E

[Battle Lemmings · Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igor's solution](#)

2327.

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Igor's solution](#)

2328.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Igor's solution](#)

2329.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[Igor's solution](#)

2330.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Igor's solution](#)

2331.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Igor's solution](#)

2332.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[Igor's solution](#)

2333.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Igor's solution](#)

2334.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[Igor's solution](#)

2335.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Igor's solution](#)

2336.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[Igor's solution](#)

2337.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[Igor's solution](#)

2338.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igor's solution](#)

2339.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Igor's solution](#)

2340.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Igor's solution](#)

2341.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Igor's solution](#)

2342.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[Igor's solution](#)

2343.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 2500 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[Igor's solution](#)

2344.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[Igor's solution](#)

2345.

101911L

[Ray in the tube](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2346.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Igor's solution](#)

2347.

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igor's solution](#)

2348.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[Igor's solution](#)

2349.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Igor's solution](#)

2350.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Igor's solution](#)

2351.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

2352.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[Igor's solution](#)

2353.

1589F

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Igor's solution](#)

2354.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Igor's solution](#)

2355.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[Igor's solution](#)

2356.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[Igor's solution](#)

2357.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Igor's solution](#)

2358.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Igor's solution](#)

2359.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Igor's solution](#)

2360.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Igor's solution](#)

2361.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[Igor's solution](#)

2362.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Igor's solution](#)

2363.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Igor's solution](#)

2364.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[Igor's solution](#)

2365.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Igor's solution](#)

2366.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Igor's solution](#)

2367.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[Igor's solution](#)

2368.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[Igor's solution](#)

2369.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Igor's solution](#)

2370.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math
[Igor's solution](#)

2371.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2020-10-19 · last AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[Igor's solution](#)

2372.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Igor's solution](#)

2373.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[Igor's solution](#)

2374.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[Igor's solution](#)

2375.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[Igor's solution](#)

2376.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory
[Igor's solution](#)

2377.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[Igor's solution](#)

2378.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities

[Igor's solution](#)

2379.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[Igor's solution](#)

2380.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Igor's solution](#)

2381.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[Igor's solution](#)

2382.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Igor's solution](#)

2383.

1185G2

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

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Igor's solution](#)

2384.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[Igor's solution](#)

2385.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Igor's solution](#)

2386.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Igor's solution](#)

2387.

1090F

[How to Learn You Score](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 2600 · first AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive
[Igor's solution](#)

2388.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[Igor's solution](#)

2389.

1068F

[Knights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Igor's solution](#)

2390.

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Igor's solution](#)

2391.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive
[Igor's solution](#)

2392.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math
[Igor's solution](#)

2393.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees
[Igor's solution](#)

2394.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees
[Igor's solution](#)

2395.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[Igor's solution](#)

2396.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[Igor's solution](#)

2397.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Igor's solution](#)

2398.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Igor's solution](#)

2399.

1451F

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

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[Igor's solution](#)

2400.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Igor's solution](#)

2401.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Igor's solution](#)

2402.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Igor's solution](#)

2403.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Igor's solution](#)

2404.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Igor's solution](#)

2405.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Igor's solution](#)

2406.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[Igor's solution](#)

2407.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[Igor's solution](#)

2408.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igor's solution](#)

2409.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[Igor's solution](#)

2410.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · last AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[Igor's solution](#)

2411.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[Igor's solution](#)

2412.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[Igor's solution](#)

2413.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[Igor's solution](#)

2414.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Igor's solution](#)

2415.

1336E1

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

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[Igor's solution](#)

2416.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[Igor's solution](#)

2417.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[Igor's solution](#)

2418.

1206F

[Almost All](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees
[Igor's solution](#)

2419.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Igor's solution](#)

2420.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[Igor's solution](#)

2421.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar
[Igor's solution](#)

2422.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, matrices
[Igor's solution](#)

2423.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[Igor's solution](#)

2424.

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Igor's solution](#)

2425.

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
[Igor's solution](#)

2426.

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp
[Igor's solution](#)

2427.

1845F

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

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Igor's solution](#)

2428.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Igor's solution](#)

2429.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Igor's solution](#)

2430.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-11-28 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Igor's solution](#)

2431.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · last AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[Igor's solution](#)

2432.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Igor's solution](#)

2433.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Igor's solution](#)

2434.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Igor's solution](#)

2435.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Igor's solution](#)

2436.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Igor's solution](#)

2437.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[Igor's solution](#)

2438.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igor's solution](#)

2439.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-28 · last AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Igor's solution](#)

2440.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[Igor's solution](#)

2441.

1455F

[String and Operations](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igor's solution](#)

2442.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-23 · last AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Igor's solution](#)

2443.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[Igor's solution](#)

2444.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[Igor's solution](#)

2445.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[Igor's solution](#)

2446.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Igor's solution](#)

2447.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Igor's solution](#)

2448.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[Igor's solution](#)

2449.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Igor's solution](#)

2450.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Igor's solution](#)

2451.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Igor's solution](#)

2452.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[Igor's solution](#)

2453.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[Igor's solution](#)

2454.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Igor's solution](#)

2455.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Igor's solution](#)

2456.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2019-06-30 · last AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, fft

[Igor's solution](#)

2457.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Igor's solution](#)

2458.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[Igor's solution](#)

2459.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Igor's solution](#)

2460.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[Igor's solution](#)

2461.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Igor's solution](#)

2462.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2463.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[Igor's solution](#)

2464.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[Igor's solution](#)

2465.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Igor's solution](#)

2466.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Igor's solution](#)

2467.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[Igor's solution](#)

2468.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Igor's solution](#)

2469.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[Igor's solution](#)

2470.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-02-17 · last AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Igor's solution](#)

2471.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[Igor's solution](#)

2472.

1402B

[Roads](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2900 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, geometry, sortings

[Igor's solution](#)

2473.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Igor's solution](#)

2474.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Igor's solution](#)

2475.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

2476.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[Igor's solution](#)

2477.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Igor's solution](#)

2478.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[Igor's solution](#)

2479.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[Igor's solution](#)

2480.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[Igor's solution](#)

2481.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Igor's solution](#)

2482.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Igor's solution](#)

2483.

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2022-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math, shortest paths

[Igor's solution](#)

2484.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory

[Igor's solution](#)

2485.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-19 · last AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Igor's solution](#)

2486.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[Igor's solution](#)

2487.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees
[Igor's solution](#)

2488.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Igor's solution](#)

2489.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[Igor's solution](#)

2490.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-04-22 · last AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[Igor's solution](#)

2491.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Igor's solution](#)

2492.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2493.

1866F

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

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings
[Igor's solution](#)

2494.

663D

[To Hack or not to Hack](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy
[Igor's solution](#)

2495.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities
[Igor's solution](#)

2496.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-18 · last AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[Igor's solution](#)

2497.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Igor's solution](#)

2498.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[Igor's solution](#)

2499.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-19 · last AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[Igor's solution](#)

2500.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Igor's solution](#)

2501.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Igor's solution](#)

2502.

1666K

[Kingdom Partition](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Igor's solution](#)

2503.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[Igor's solution](#)

2504.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Igor's solution](#)

2505.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Igor's solution](#)

2506.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[Igor's solution](#)

2507.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Igor's solution](#)

2508.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[Igor's solution](#)

2509.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Igor's solution](#)

2510.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[Igor's solution](#)

2511.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Igor's solution](#)

2512.

1403C

[Chess Rush](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 3200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: *special, combinatorics, dp, implementation, math

[Igor's solution](#)

2513.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-06 · last AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Igor's solution](#)

2514.

1336D

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

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-16 · last AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[Igor's solution](#)

2515.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-03-14 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Igor's solution](#)

2516.

1666B

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

Quality: 66 global accepts · Rating: 3300 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2517.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2518.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Igor's solution](#)

2519.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[Igor's solution](#)

2520.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-10-20 · last AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[Igor's solution](#)

2521.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2020-04-21 · last AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Igor's solution](#)

2522.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-10-02 · last AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy

[Igor's solution](#)

2523.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2524.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

2525.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-02-10 · last AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Igor's solution](#)

2526.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2020-11-03 · last AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[Igor's solution](#)

2527.

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2020-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Igor's solution](#)

2528.

1704H2

[Game of AI \(hard version\)](#) · [Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Igor's solution](#)

2529.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[Igor's solution](#)

2530.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Igor's solution](#)

2531.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[Igor's solution](#)

2532.

1666H

[Heroes of Might](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: 3500 · first AC: 2022-04-30 · last AC: 2022-05-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[Igor's solution](#)

2533.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Igor's solution](#)

2534.

1621I

[Two Sequences](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures

[Igor's solution](#)

2535.

1621H

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

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[Igor's solution](#)

2536.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Igor's solution](#)

2537.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[Igor's solution](#)

2538.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Igor's solution](#)

2539.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: games

[Igor's solution](#)

2540.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2541.

106193L

[Lucky Number Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2542.

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2543.

103414F

[Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2544.

103414H

[Octopus Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2545.

103414C

[Moving Cells](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2546.

103414K

[Work or Sleep!](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2547.

103414D

[Army of Clones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2548.

103414E

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2549.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2550.

103414I

[Third Group Exam](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2551.

103414J

[Computational ethnography](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2552.

103414A

[Friendly Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2553.

106129C

[Congklak](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2554.

106129E

[Engineering Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2555.

106129B

[Bustling Busride](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2556.

106129J

[Jumbled Packets](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2557.

106129F

[Fair and Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2558.

106129A

[Around the Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[Igor's solution](#)

2559.

106129K

[Karlsruhe Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2560.

106129M

[Mex Hex](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2561.

106129D

[Demand for Cycling](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2562.

106129L

[Labour Laws](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2563.

106129G

[Generating Cool Passwords Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2564.

106129H

[Happy Hookup](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2565.

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2566.

104848D

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

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2567.

104848G

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

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2568.

104848E

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

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2569.

104848H

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

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2570.

104848N

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

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2571.

104848F

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

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2572.

104848A

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

Rating: — · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2573.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2574.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2575.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2576.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2577.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2578.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2579.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2580.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2581.

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2582.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Igor's solution](#)

2583.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2584.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2585.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2586.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2587.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2588.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2589.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Igor's solution](#)

2590.

104802G

[Che Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2591.

104802D

[Rudraksh's Sleepiness](#) · [Tutorial](#)

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

[Igor's solution](#)

2592.

104802F

[Nafis and Mex](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2593.

104802C

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2594.

104802B

[Snowy Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2595.

104802A

[Submission Bait](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2596.

104802E

[Anuj's Longest Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2597.

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2598.

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2599.

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2600.

104730A

[B=C;D=C O Cõ5D =Dõ](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2601.

104699A

[Keep Talking and Nobody Explodes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2602.

104699K

[A,LCõC'LCõ0Dõ ?C @C](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2603.

104699I

[A.T=D\\$D ?D 5D\\$0Dd8Dö](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2604.

104699L

[A-5D0Gä @D64C#8 C" C @C 8C'MCÔ4CP](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2605.

104699G

[Aö@CäD4;C#0 D C @C 8](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2606.

104699E

[Bd5Cö=C O D 5C :Dd8Dö](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2607.

104699D

[Aö@Cä;CTAD\\$=C O D 0D AC 4C#0](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2608.

104699F

[B-00ÄKC' <C,;;D`9 CD>CÄ](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2609.

104699C

[A 0D102 D 5C ;DÄ=Cä< CÄ8D 5](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2610.

104699B

[A-0C@ Cä2D`5 C65D 5D BC =Cä2C#8](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2611.

104699H

[A#CÖDCT@CT=Dd8Dö](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2612.

104699J

[Aä?CÄCÖKCR >CökD\\$K](#)

Rating: — · first AC: 2023-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2613.

104018C

[AÖÖC#BC, ;C 4DÄN](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2614.

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

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

[Igor's solution](#)

2615.

101137E

[Economy Printing](#) · [Tutorial](#)

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

[Igor's solution](#)

2616.

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

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

[Igor's solution](#)

2617.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

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

[Igor's solution](#)

2618.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

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

[Igor's solution](#)

2619.

101137B

[Blocking Buffer](#) · [Tutorial](#)

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

[Igor's solution](#)

2620.

101137F

[Format](#) · [Tutorial](#)

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

[Igor's solution](#)

2621.

101137A

[Altitude](#) · [Tutorial](#)

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

[Igor's solution](#)

2622.

100063I

[I](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2623.

104536G

[Count the Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2624.

104536E

[LIS Maximization](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2625.

104536F

[Minimize the Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2626.

104536H

[Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2627.

104455D

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

Rating: — · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2628.

1041568

[Aà1Df0C0>C\\$5CÔ=C O Ct0CD0Dt0 Cô@Câ AD\\$@Cä:C€](#)

Rating: — · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2629.

104146M

[Mondriamorsolo](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2630.

102860H

[Perfect Round Dance](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2631.

101246I

[Oil Wells](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2632.

103449C

[Find Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2633.

102099H

[Hobby](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2634.

100043F

[AD5C0L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2635.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2636.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, expression parsing
[Igor's solution](#)

2637.

102646D

[Team Selection](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2638.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math
[Igor's solution](#)

2639.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math
[Igor's solution](#)

2640.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math
[Igor's solution](#)

2641.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees
[Igor's solution](#)

2642.

103623C

[Deck for Magic Tricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2643.

103623B

[Unusual Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2644.

103623A

[Eren and the Basement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2645.

100610G

[Gadgets Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2646.

103575A

[Designing a New Logo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[Igor's solution](#)

2647.

103559C

[A\\$0DD5C`LC#0](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2648.

103559D

[B4@Ca! C @C,,DCÄ5D\\$8C#8](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2649.

103559B

[A05D\\$0C# 3D CC >!](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2650.

103559A

[A0>0\\$KCR BCTECÔ>C`>C48C€](#)

Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2651.

103426C

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[Igor's solution](#)

2652.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[Igor's solution](#)

2653.

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2654.

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2655.

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2656.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2657.

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2658.

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2659.

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2660.

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2661.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2662.

102860E

[Flag with Stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2663.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2664.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2665.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2666.

102873A

[Catching the Impostor](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2667.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2668.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2669.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2670.

102439I

[Equal Mod Segments](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2671.

102439C

[Cockroach Racing](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2672.

102439B

[Varvara and matrix](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2673.

102439G

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

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2674.

102439K

[Innovations](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2675.

102439E

[Small business](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2676.

102439A

[Four minutes until BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2677.

102439H

[Nonfibonacci numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2678.

102439F

[Prime or number](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2679.

102443J

[Factory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2680.

102443E

[Hide-and-Seek for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2681.

102443G

[Too Many Hyphens](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2682.

102443K

[RotationAlmostSort](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2683.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2684.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2685.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2686.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2687.

100507B

[Neither shaken nor stirred](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2688.

100507A

[About Grisha N.](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2689.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2690.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2691.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2692.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2693.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2694.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2695.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[Igor's solution](#)

2696.

101614E

[A 2D\\$>CD>C^=CT=C,,5](#)

Rating: — · first AC: 2020-07-29 · last AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2697.

101614A

[A 2D\\$>CD>C^=CT=C,,5](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2698.

101614F

[B\\$@CF=C,,@Cä2C#8 B\\$>D 0](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2699.

101614I

[A4>C^C, =C :Cä;CTAC^8Dd0DP](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2700.

101614H

[A,AC^KD\\$0C^8CP](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2701.

101614J

[A4DD^Cä=C,,GCTAC#8C' @D^4](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2702.

101614D

[A.,3D0i0 GC,,AC`0CÄ8](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2703.

101614B

[A>C08C, \(C ECÄ0D\\$K](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2704.

101614G

[A@C:AC,,2Cä5 Dt8D ;Cà](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2705.

101614C

[A6>C0502 A A AC40D 4C](#)

Rating: — · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2706.

100296C

[A4=0ä&D² 8 Aä4C,,=Cä:C O C4>D 0](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2707.

100296E

[B\\$5C15D>CÔ=D´5 CÔ>CÄ5D 0](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2708.

100296I

[A5D 5D\\$OC48C\\$0CÔ8CR :C =C BC](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2709.

100296H

[A@D"6D"5CÔ=Cä5 D >CT4C,,=CT=C,,5](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2710.

100296G

[A@C,7D°](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2711.

100296D

[A5C@ C AC#0 Ct0C >D 0](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2712.

100296B

[A45D>CB'CP](#)

Rating: — · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2713.

102646A1

[Product of Triples \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · last AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igor's solution](#)

2714.

102646C

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

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igor's solution](#)

2715.

102646B

[Combining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igor's solution](#)

2716.

102646A2

[Product of Triples \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[Igor's solution](#)

2717.

100548H

[The Problem to Make You Happy](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2718.

100548I

[International Collegiate Routing Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2719.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2720.

100548K

[Last Defence](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2721.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2722.

102040G

[Techland](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · last AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2723.

102040B

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

Rating: — · first AC: 2020-04-25 · last AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2724.

102040H

[Tile Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2725.

102040F

[Path Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2726.

102040E

[Helping the HR](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2727.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2728.

102040J

[VAT Man](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2729.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, math, number theory

[Igor's solution](#)

2730.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[Igor's solution](#)

2731.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Igor's solution](#)

2732.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2733.

1319E

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Igor's solution](#)

2734.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Igor's solution](#)

2735.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
[Igor's solution](#)

2736.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[Igor's solution](#)

2737.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[Igor's solution](#)

2738.

102099E

[Excursion](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2739.

100809H

[AtCoder: C > D BD > C#5](#)

Rating: — · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2740.

101412I

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

Rating: — · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2741.

101412G

[Let There Be Light](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2742.

101412F

[Never Wait for Weights](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2743.

101412E

[Sliding Block Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2744.

101412D

[Find the Outlier](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2745.

101412C

[One-Dimensional Cellular Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2746.

101412B

[Stylish](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2747.

101412A

[Ginkgo Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2748.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2749.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2750.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2751.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2752.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2753.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2754.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2755.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2756.

100809A

[A = 0.8D + 0.2C < D²](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2757.

100809D

[A, 3D 01](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2758.

100809G

[AÄMÖH2C,,A C" HCα>C'5](#)

Rating: — · first AC: 2019-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2759.

100809F

[Aô@Dô& C O CÔO Cô;CäACα>D BC€](#)

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

[Igor's solution](#)

2760.

100809E

[AÄMÖH2C,,A C, D 0CαCC'0](#)

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

[Igor's solution](#)

2761.

102436E

[Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2762.

102436D

[Subset ``AND''](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2763.

102396D

[Cutting Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2764.

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-28 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2765.

102373J

[Transformations](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2766.

102373C

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2767.

102373H

[Escape from the Abandoned House](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2768.

102373B

[Wooden Castle](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2769.

102373D

[Good Subset](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2770.

102373G

[A0>Cd=C,,FD°](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2771.

102373I

[A12D4>C 2 C6>CD2C ;CP](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2772.

102373A

[Aã=Cã!](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2773.

102373F

[Aã=Cã!](#)

Rating: — · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2774.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2775.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2776.

102028D

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

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2777.

102028E

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

Rating: — · first AC: 2019-09-29 · PyPy 3 (first AC) · Tags: —
[Igor's solution](#)

2778.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2779.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2780.

101623K

[Knockout Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2781.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2782.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2783.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2784.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2785.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2786.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2787.

100610C

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

Rating: — · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2788.

100610I

[Ideal Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2789.

100610F

[Frames](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —
[Igor's solution](#)

2790.

100610H

[Horrible Truth](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2791.

100610A

[Alien Communication Masterclass](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2792.

100610D

[Defense of a Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2793.

100610K

[Kitchen Robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2794.

100610E

[Explicit Formula](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2795.

101939J

[AÄBCÔ8CÄ0C`LCÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: —

[Igor's solution](#)

2796.

101939I

[B\\$DÔ4CT<CÔ0Dò AD\\$@Cä:C](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2797.

101939H

[AäGÖT@ CT4DÂ 2 Cæ0D AD°](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2798.

101939G

[AôDriæC`L](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2799.

101939F

[AD@D43 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2800.

101939E

[B\\$Driæ](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2801.

101939D

[A5045C'LCÔKC' <C 3C 7C,,=](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2802.

101939C

[A0008CÔ4D >CÄ=D'5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2803.

101939B

[A500BD >C'LCÔ0Dö](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2804.

101939A

[A00Cä8Ct2Cä4D BC\\$> Cä5CäACä2](#)

Rating: — · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2805.

102309I

[IPv6 Address of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2806.

102309B

[Brute Force of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2807.

102203K

[A5D15DT2C B](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2808.

102203J

[AÔ>DäCä9 Cö0D\\$@D4;DÀ](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2809.

102203I

[A" ?Cä8D :C E C,,AD\\$8CÔK](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2810.

102203C

[BD00i@C,,:C](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2811.

102203E

[BÔ=0Tä@C45D\\$8Dt5D :C,,9 D ?CT:D\\$@](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2812.

102203F

[A BC, >D\\$5C=0](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2813.

102203D

[A@Ca:D'@D](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2814.

102203I

[A\\$>D?Cä<C,,=C=C,,5](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2815.

102203H

[A"t@Cä@C BCä@C,,8](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2816.

102203A

[AD>C@Cä ?Cä6C ;Cä2C BDÄ =C \\$C'>D 8CÔC!](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2817.

102203B

[B @CäG CÔ>CR ACä>C ICT=C,,5](#)

Rating: — · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2818.

102215L

[Inscribed Circle · Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2819.

100063G

[G · Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2820.

100063A

[A · Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2821.

100063D

[D · Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2822.

100063E

[E · Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2823.

100063F

[F](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2824.

100063C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2825.

100063H

[H](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2826.

100063B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2827.

100714K

[KMC Attacks](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2828.

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2829.

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2830.

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2831.

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2832.

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2833.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[Igor's solution](#)

2834.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2835.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2836.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2837.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2838.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2839.

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2840.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2841.

102215A

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

Rating: — · first AC: 2019-07-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2842.

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2843.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2844.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2845.

101650B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2846.

101650H

[Halloween holidays](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2847.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2848.

102249B

[Leapfrog: Ch. 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2849.

102249A

[Leapfrog: Ch. 1](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2850.

100831I

[A5Dj0T4Cä2C BCT;DÄ=CäAD\\$L C`0CÄ?CägCT:](#)

Rating: — · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2851.

101246L

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-04 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2852.

100831J

[B\\$5015Cö>D BD°](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2853.

100831C

[AD80iaD 8CαBD°](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2854.

100831A

[A@di5CÖ0C°](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2855.

100831B

[A10D0C D0](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2856.

100831E

[B:CT6C#0 CăB Cò@CT7C,,4CT=D\\$0](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2857.

100831D

[B KD\\$0Dò 8C4@C](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2858.

100831F

[AòDIBD >CT=C,,5](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2859.

undefined528

[Bencoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2860.

101246A

[Bencoding](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2861.

101246H

["North-East"](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-30 · last AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2862.

101246G

[Revolutionary Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2863.

101246C

[Explode 'Em All](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2864.

101246J

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2865.

101246D

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2866.

101246E

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2867.

101246F

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2868.

101246B

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2869.

100043I

[AABB](#)

Rating: — · first AC: 2019-05-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2870.

1164J

[Eleven Segments \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2871.

1164I

[Maximum Value \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2872.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2873.

1164F

[Regular Polygon \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2874.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2875.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2876.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2877.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2878.

1164A

[Three Friends \(1 point\) · Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[Igor's solution](#)

2879.

102129K

[Expected Value · Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2880.

102129E

[Scored Nim · Tutorial](#)

Rating: — · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2881.

102112D

[AtCoder K C\\$>CDK](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2882.

102112F

[AD>D D :C`0CDKC\\$0D\\$L C=>D KCÔ:D0](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2883.

102112E

[B,,D0rCä=CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2884.

102112B

[A\\$K0i>D K](#)

Rating: — · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2885.

1020864

[AÄ0D,rj8CÔ=Cä5 Cä1D4GCT=C,,5](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2886.

1020907

[BÔDraCT4C,,FC,,O](#)

Rating: — · first AC: 2019-01-29 · MS C++ 2017 (first AC) · Tags: —

[Igor's solution](#)

2887.

101950B

[A\\$50r8C=8C' 1Cä9](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2888.

101950F

[A4>C0i>C, =C :Cä;CTACÔ8Dd0DP](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2889.

101950E

[AD@0T2CÔ5C4@CTGCTAC#8C' 8Ct>CÄ>D DC,,7CÀ](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2890.

101950C

[BôlCriaAô0CÔ4Cä@D°](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2891.

101950G

[B\\$DQriaD BC\\$5CÔ=D'9 D 8D\\$CC ;](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2892.

101950D

[A#0D46Cä: D BD 5C`LC K](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2893.

101950J

[A.,3D0i@ AD\\$@Cä:C€](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2894.

101950A

[B BC@0,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2895.

100400B

[B\\$5D BC,,@ Cä2C =C,,5](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2896.

100400A

[BD80i1D\\$@](#)

Rating: — · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2897.

101967C

[A#0CriaD >C,,3D 0D\\$L C#>CÔBCTAD](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2898.

101967J

[AôC\\$0Dò ?D >C4CC':C CÄ0C`LD\\$5C€](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2899.

101967I

[Aô0D\\$5D,,5D BC\\$8CR ?Cä BCä@D0](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2900.

101967H

[B 50@CTBCÔKC' HC,,DD](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2901.

101967G

[A4B0i0,,5 CăBD 5Ct:C€](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2902.

101967D

[Ad50050t=D´5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2903.

101967L

[B 70ä,DA:Că BCTAD\\$>C](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2904.

101967E

[B 70ä60ÖKCR 7C 4C GC€](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2905.

101967A

[A\\$U000C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2906.

101187D

[IQ D\\$5D0E CD;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2907.

101187C

[A4D00D´5 C´KCd8](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2908.

101187K

[«A,,ACR,DäGC ND”5CR 8C´8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2909.

101187B

[A 2D\\$äC CD](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2910.

101187I

[AäD00GCÔKC' <C ;DäGC,,:](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2911.

101187A

[A5C05D\\$KCR AC`8D\\$:C€](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2912.

1012544

[A5C05Ct=D`5 C,,ACα>C60CT<D`5](#)

Rating: — · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2913.

101135I

[ADB007A CT@ C, 0C6?C @C B](#)

Rating: — · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2914.

101135G

[A5D18CÔ:C EC,,6C,,=D°](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2915.

101132G

[B\\$0C7ia C O Cα>CÄ=C BC](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2916.

101132A

[A5C00D >C¢ C,,?C65D 0](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2917.

101132H

[AäG0T@ CT4DÂ : C BD\\$@C :Dd8Cä=D0](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2918.

101132F

[A" 7CäB :C E CÔ5C,,7C\\$5CD0CÔ=Cä3Cä](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2919.

101132E

[B08DD@ Cä2C O Ct0C40CD:C](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2920.

101132C

[B,,70D0D;Dò >C CC\\$8](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2921.

101132D

[AD=0T2CÔ8C¢ D 0C\\$8D\\$8 BD>C`7](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2922.

101132B

[A@C@2CT9CT@](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2923.

100493F

[A@C@BC,,2CäAD\\$>Dô=C,,5](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2924.

100493H

[A5D5CD0D:t0 D >Cä1D"5CÔ8Dö](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2925.

100493A

[A`N080ÄKCR GC,,AC`0](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2926.

100493C

[AÖC@D 2 C @CÄ8Dà](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2927.

100493G

[A.TGD@l](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2928.

100493I

[A@C@AD\\$8C#8-CÔ>C`8C#8](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2929.

100493D

[A@C@1C`5CÄ0](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2930.

100493E

[A@D@C`8](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2931.

100493B

[A@D@TBC >C°](#)

Rating: — · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2932.

101727B

[Palindromic Feature · Tutorial](#)

Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2944.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

2945.

100805E

[B 0020T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

2946.

100805A

[A @C;BC =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

2947.

100805C

[A=BOä=C 7C 2Cä4CR ECä7Dö8CÐ](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

2948.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

2949.

100266G

[AäTCT=CÔ8C' ?C @C](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2950.

100266J

[B 006@CT<C BC,,7CÀ](#)

Rating: — · first AC: 2018-10-01 · last AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2951.

100266H

[A 008CÔ4D >CÄ=D`5 Dt8D ;C](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2952.

100266A

[A 000al](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2953.

100266D

[A B C 5Ct=DÀ](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2954.

100266E

[B 0040T;CT=C,,5 C#>D >C`5C\\$AD\\$2C](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2955.

100266C

[A\\$Z0ixCÂ HC,,DD 0](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2956.

100266F

[A10040CD>Dt=Cä5 D4@C 2CÔ5CÔ8CP](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2957.

100266B

[B B0r2C=0](#)

Rating: — · first AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2958.

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2959.

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2960.

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2961.

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2962.

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2963.

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2964.

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2965.

1017147

[A10040CäBC DCT9CT@C\\$5D :C](#)

Rating: — · first AC: 2018-01-30 · last AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2966.

1017146

[B B@C O C=C,,3C](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2967.

1017145

[B4C@CT=C,,5 Dt8D 5C°](#)

Rating: — · first AC: 2018-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2968.

101764E

[AÄÖD8Câ 8 CöD 0C`;CT;DÄ=D'9 CÄ8D](#)

Rating: — · first AC: 2018-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2969.

101636E

[A4D>CDAC#Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2970.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2971.

101287H

[A44CRrQ?](#)

Rating: — · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2972.

101287D

[Aä3CÔ8 D 2CTBCäDCä@C](#)

Rating: — · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2973.

101287E

[AÖD2C`OD\\$0](#)

Rating: — · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2974.

101287G

[B\\$@CtCC4>C`LCÔ8C](#)

Rating: — · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2975.

101287C

[k-DTtD/BC,,@Cä2C#0](#)

Rating: — · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2976.

101287B

[AD#CÄ0](#)

Rating: — · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2977.

101287A

[A#GÔACô8D 0Dd8Dö](#)

Rating: — · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2978.

101588D

[A400fD ?C 7Cä@Cö](#)

Rating: — · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2979.

101588E

[AÄD BC, 8 CöD >C`L](#)

Rating: — · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2980.

101636G

[Aö00ta!](#)

Rating: — · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2981.

101636L

[A@CäAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2982.

101636K

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

Rating: — · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2983.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2984.

101636A

[B\\$CöiaCt<](#)

Rating: — · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2985.

100105G

[Aö00f8CÔ4D >CÄK](#)

Rating: — · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2986.

100105H

[B BC4C,,>CĐ](#)

Rating: — · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Igor's solution](#)

2987.

undefined196

[Matrix Multiplication · Tutorial](#)

Rating: — · first AC: 2018-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

2988.

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2989.

101265D

[AÄÖöH\\$0C 8D >C\\$0CÔ8CR 8Ct>C @ C 6CT=C,,9](#)

Rating: — · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

2990.

101265A

[long long](#) · [Tutorial](#)

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2991.

100199D

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2992.

101638D

[Aö×DIECT?CT=CÔ>D BDÀ](#)

Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
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2993.

101365E

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2994.

100092H

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2995.

100227J

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2996.

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2997.

100086F

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2998.

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2999.

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3000.

100086C

[C · Tutorial](#)

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3001.

100086B

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3002.

100086A

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3003.

100099C

[D · Tutorial](#)

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3004.

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[D · Tutorial](#)

Rating: — · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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3005.

100099E

[E · Tutorial](#)

Rating: — · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

3006.

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[B · Tutorial](#)

Rating: — · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

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Rating: — · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[Igor's solution](#)

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[A · Tutorial](#)

Rating: — · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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3009.

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[A+B · Tutorial](#)

Rating: — · first AC: 2018-04-24 · last AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: *special
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3010.

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[Div 3 · Tutorial](#)

Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

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3011.

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Rating: — · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

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3012.

undefined358

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3013.

undefined403

[Scientific Problem · Tutorial](#)

Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

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3014.

undefined486

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3015.

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3016.

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3017.

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3018.

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Rating: — · first AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

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3019.

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[A65C07C<CT;DÄ5 CD;Dò ?D 8CÔFCTAD](#)

Rating: — · first AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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3020.

396A

[On Number of Decompositions into Multipliers · Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2018-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Igor's solution](#)

3021.

101727C

[Divide Them All](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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3022.

101727A

[Time Through the Glass](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3023.

100092G

[G](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3024.

100097B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3025.

100097A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3026.

1012542

[A=001C=CC`OD\\$>D](#)

Rating: — · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3027.

1012541

[A=00A?PD4A](#)

Rating: — · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3028.

101640A

[File names](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3029.

100105B

[A-2D\\$>EÄ>C 8C`8 C" C 9D\\$;C =CD8C€](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3030.

100105C

[A=0C#0D](#)

Rating: — · first AC: 2017-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3031.

100101A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[Igor's solution](#)

3032.

100166E

[AD80<CTBD 3D ODD0](#)

Rating: — · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3033.

100166G

[B-0DAD\\$>Dô=C,,5 CÄ5Cd4D2 2CT@D,,8CÔ0CÄ8](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3034.

100166F

[AD50iãD BD 0](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3035.

100166C

[A-UC8D 8CÔB Ct=C =C,,9](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3036.

100166B

[B-UCÄaC @C AD BCäOCÔ8C•](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3037.

100166A

[BD,CäaC@](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3038.

100166D

[A-UCiãBDt0C"HC,,9 CôCD\\$L](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3039.

100092F

[E · Tutorial](#)

Rating: — · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3040.

100160D

[A\\$T0C#Qä2Cä9 Cä1DT>CB 3D ODD0](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3041.

100160G

[\(p,q\)-C-TD,rj0CDL](#)

Rating: — · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3042.

100160F

[Aô>T0pA0c ?D4BC, =C 3D 8CD5](#)

Rating: — · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3043.

100160B

[AD5D15C\\$>](#)

Rating: — · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3044.

100160E

[A5CÄ?Cä=CT=D\\$K D 2D67CÔ>D BC€](#)

Rating: — · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3045.

100160C

[B.0DAD\\$>Dô=C,,5 CäB Cα>D =Dö](#)

Rating: — · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3046.

100160A

[B 2D67CÔ>D BDÀ](#)

Rating: — · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3047.

101265G

[AôUDsiG`L C" ACÔ5C4C](#)

Rating: — · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Igor's solution](#)

3048.

100092E

[E · Tutorial](#)

Rating: — · first AC: 2016-10-01 · MS C++ (first AC) · Tags: —

[Igor's solution](#)

3049.

100092D

[D · Tutorial](#)

Rating: — · first AC: 2016-10-01 · MS C++ (first AC) · Tags: —

[Igor's solution](#)

3050.

100092C

[C · Tutorial](#)

Rating: — · first AC: 2016-10-01 · MS C++ (first AC) · Tags: —

[Igor's solution](#)

3051.

100092B

[B · Tutorial](#)

Rating: — · first AC: 2016-10-01 · MS C++ (first AC) · Tags: —

[Igor's solution](#)

3052.

100092A

[A · Tutorial](#)

Rating: — · first AC: 2016-10-01 · MS C++ (first AC) · Tags: —

[Igor's solution](#)