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Unique solved — Ivang

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

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Count: 752

- 1.**
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- 2.**
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- 3.**
2040A
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- 4.**
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- 5.**
1994A
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- 8.**
1919A
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- 9.**
1916A
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10.

1909A

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11.

1684A

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12.

1747A

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13.

1702B

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1702A

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15.

1701B

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1701A

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1616A

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1615A

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19.

1536A

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20.

1515A

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21.

1482A

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22.

1491A

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23.

1450A

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24.

1413A

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25.

1397A

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26.

1405A

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27.

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28.

1389A

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29.

1388A

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30.

1399B

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33.

1305A

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34.

1392B

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1392A

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1398B

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1398A

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1393A

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40.

1391A

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41.

1343B

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1345A

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1352A

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1353A

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45.

1353B

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1358A

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47.

1360A

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48.

1360B

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49.

1370A

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50.

1385A

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51.

1385B

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52.

1372A

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53.

1371A

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54.

1368A

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55.

1374A

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56.

1367B

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1367A

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58.

1369A

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59.

1351A

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60.

1348A

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61.

1307A

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1270A

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65.

1196A

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66.

1186A

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67.

1183A

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68.

1143A

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69.

1130A

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1118A

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71.

1114A

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72.

1108A

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73.

1099A

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74.

1097A

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75.

1091A

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76.

1031A

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77.

1030A

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78.

2048B

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79.

1747B

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1735B

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81.

1714A

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1610A

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1427A

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84.

1419A

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85.

1406A

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86.

1401A

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87.

1341A

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88.

1343A

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89.

1350A

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90.

1380A

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91.

1373B

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92.

1374B

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93.

1354A

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94.

1351B

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95.

1326B

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96.

1225A

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97.

1238A

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98.

1208A

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99.

1201A

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100.

1197A

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101.

1183B

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102.

1175A

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103.

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104.

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105.

1032A

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106.

1011A

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Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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107.

2040B

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108.

1916B

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Quality: 31,909 global accepts · Rating: 1000 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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109.

1702D

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Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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110.

766B

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111.

1515B

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112.

1450B

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Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

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113.

1419D1

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114.

1418A

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Quality: 33,849 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

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115.

1405B

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116.

1388B

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117.

1395A

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Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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118.

1342A

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Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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119.

1353C

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Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: math
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120.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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121.

1362A

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Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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122.

1373A

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Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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123.

1374C

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Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
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124.

1359B

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Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
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125.

1359A

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Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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126.

1333A

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Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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127.

1326A

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128.

1293B

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129.

1278A

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Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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130.

1253A

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131.

1245A

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132.

1225B1

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Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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133.

1223B

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134.

1197B

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135.

1111A

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136.

1100A

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137.

1084A

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138.

1073B

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139.

1073A

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Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

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140.

1040A

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141.

998A

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Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ivang's solution](#)

142.

886B

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[Ivang's solution](#)

143.

886A

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Quality: 11,216 global accepts · Rating: 1000 · first AC: 2017-11-12 · Python 3 (first AC) · Tags: brute force

[Ivang's solution](#)

144.

2063B

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Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Ivang's solution](#)

145.

2050B

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Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

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146.

1994B

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Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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147.

1984B

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Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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148.

1702C

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149.

1616B

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150.

1610B

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151.

1413B

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Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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152.

1407A

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153.

1409B

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154.

1395B

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155.

1401B

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156.

1345B

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157.

1342B

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158.

1360C

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159.

1370B

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160.

1375A

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161.

1366A

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162.

1365A

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163.

1334B

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164.

1333B

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1332A

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166.

1293A

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167.

1214B

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1112A

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169.

1108B

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170.

1099B

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171.

1030B

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172.

2048C

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173.

2050C

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174.

1916C

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1909B

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176.

1747C

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177.

1536B

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178.

1491B

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179.

1419B

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Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

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180.

1406B

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Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

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181.

1409C

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182.

1399C

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Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers
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183.

1305B

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184.

1392C

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185.

1355B

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[Ivang's solution](#)

186.

1343C

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187.

1352B

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Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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188.

1352C

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Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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189.

1355A

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190.

1362B

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191.

1371B

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192.

1385C

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[Ivang's solution](#)

193.

1375B

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194.

1364A

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195.

1369B

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[Ivang's solution](#)

196.

1363A

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Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

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197.

1354B

[Ternary String](#) · [Tutorial](#)

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198.

1334A

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199.

944A

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Rating: 1200 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ivang's solution](#)

200.

1270B

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Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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201.

1245B

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Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Ivang's solution](#)

202.

1214C

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Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Ivang's solution](#)

203.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ivang's solution](#)

204.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ivang's solution](#)

205.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ivang's solution](#)

206.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ivang's solution](#)

207.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ivang's solution](#)

208.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[Ivang's solution](#)

209.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ivang's solution](#)

210.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Ivang's solution](#)

211.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ivang's solution](#)

212.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2018-12-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[Ivang's solution](#)

213.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —

[Ivang's solution](#)

214.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Ivang's solution](#)

215.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ivang's solution](#)

216.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Ivang's solution](#)

217.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

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218.

2050D

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Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[Ivang's solution](#)

219.

2023A

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Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-26 · last AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ivang's solution](#)

220.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Ivang's solution](#)

221.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Ivang's solution](#)

222.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ivang's solution](#)

223.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ivang's solution](#)

224.

1560D

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Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Ivang's solution](#)

225.

1555C

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Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Ivang's solution](#)

226.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Ivang's solution](#)

227.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ivang's solution](#)

228.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ivang's solution](#)

229.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Ivang's solution](#)

230.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ivang's solution](#)

231.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[Ivang's solution](#)

232.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ivang's solution](#)

233.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Ivang's solution](#)

234.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[Ivang's solution](#)

235.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[Ivang's solution](#)

236.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Ivang's solution](#)

237.

1372B

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

Quality: 36,392 global accepts · Rating: 1300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Ivang's solution](#)

238.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[Ivang's solution](#)

239.

1030C

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

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ivang's solution](#)

240.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Ivang's solution](#)

241.

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[Ivang's solution](#)

242.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[Ivang's solution](#)

243.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ivang's solution](#)

244.

1326C

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

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

[Ivang's solution](#)

245.

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

[Ivang's solution](#)

246.

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

[Ivang's solution](#)

247.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ivang's solution](#)

248.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[Ivang's solution](#)

249.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ivang's solution](#)

250.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ivang's solution](#)

251.

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

[Ivang's solution](#)

252.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Ivang's solution](#)

253.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Ivang's solution](#)

254.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[Ivang's solution](#)

255.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,408 global accepts · Rating: 1400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[Ivang's solution](#)

256.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Ivang's solution](#)

257.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ivang's solution](#)

258.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[Ivang's solution](#)

259.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Ivang's solution](#)

260.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ivang's solution](#)

261.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ivang's solution](#)

262.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Ivang's solution](#)

263.

1362C

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

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ivang's solution](#)

264.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Ivang's solution](#)

265.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Ivang's solution](#)

266.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Ivang's solution](#)

267.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ivang's solution](#)

268.

1374D

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

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[Ivang's solution](#)

269.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[Ivang's solution](#)

270.

1365C

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

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ivang's solution](#)

271.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ivang's solution](#)

272.

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

[Ivang's solution](#)

273.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ivang's solution](#)

274.

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

[Ivang's solution](#)

275.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Ivang's solution](#)

276.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ivang's solution](#)

277.

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

[Ivang's solution](#)

278.

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ivang's solution](#)

279.

1245C

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

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ivang's solution](#)

280.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Ivang's solution](#)

281.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,239 global accepts · Rating: 1400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[Ivang's solution](#)

282.

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

[Ivang's solution](#)

283.

1183D

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

Quality: 20,421 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Ivang's solution](#)

284.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[Ivang's solution](#)

285.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Ivang's solution](#)

286.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Ivang's solution](#)

287.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[Ivang's solution](#)

288.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Ivang's solution](#)

289.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ivang's solution](#)

290.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ivang's solution](#)

291.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Ivang's solution](#)

292.

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · Python 3 (first AC) · Tags: —

[Ivang's solution](#)

293.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[Ivang's solution](#)

294.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Ivang's solution](#)

295.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[Ivang's solution](#)

296.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Ivang's solution](#)

297.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ivang's solution](#)

298.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Ivang's solution](#)

299.

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

[Ivang's solution](#)

300.

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

[Ivang's solution](#)

301.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[Ivang's solution](#)

302.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Ivang's solution](#)

303.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ivang's solution](#)

304.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ivang's solution](#)

305.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Ivang's solution](#)

306.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ivang's solution](#)

307.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Ivang's solution](#)

308.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[Ivang's solution](#)

309.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Ivang's solution](#)

310.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Ivang's solution](#)

311.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Ivang's solution](#)

312.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Ivang's solution](#)

313.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[Ivang's solution](#)

314.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ivang's solution](#)

315.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Ivang's solution](#)

316.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Ivang's solution](#)

317.

1011C

[Fly](#) · [Tutorial](#)

Quality: 1500 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ivang's solution](#)

318.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ivang's solution](#)

319.

1340A

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

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

[Ivang's solution](#)

320.

1338A

[Powered Addition](#) · [Tutorial](#)

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

[Ivang's solution](#)

321.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Ivang's solution](#)

322.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Ivang's solution](#)

323.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[Ivang's solution](#)

324.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ivang's solution](#)

325.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ivang's solution](#)

326.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[Ivang's solution](#)

327.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ivang's solution](#)

328.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Ivang's solution](#)

329.

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

[Ivang's solution](#)

330.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ivang's solution](#)

331.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ivang's solution](#)

332.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1500 · first AC: 2018-12-10 · Python 3 (first AC) · Tags: combinatorics, dp, implementation

[Ivang's solution](#)

333.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · Python 3 (first AC) · Tags: brute force, greedy, implementation, math

[Ivang's solution](#)

334.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · Python 3 (first AC) · Tags: math

[Ivang's solution](#)

335.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Ivang's solution](#)

336.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Ivang's solution](#)

337.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Ivang's solution](#)

338.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Ivang's solution](#)

339.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Ivang's solution](#)

340.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Ivang's solution](#)

341.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Ivang's solution](#)

342.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Ivang's solution](#)

343.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[Ivang's solution](#)

344.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Ivang's solution](#)

345.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ivang's solution](#)

346.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Ivang's solution](#)

347.

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

[Ivang's solution](#)

348.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[Ivang's solution](#)

349.

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

[Ivang's solution](#)

350.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Ivang's solution](#)

351.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[Ivang's solution](#)

352.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Ivang's solution](#)

353.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[Ivang's solution](#)

354.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Ivang's solution](#)

355.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Ivang's solution](#)

356.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[Ivang's solution](#)

357.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[Ivang's solution](#)

358.

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
[Ivang's solution](#)

359.

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
[Ivang's solution](#)

360.

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
[Ivang's solution](#)

361.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[Ivang's solution](#)

362.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[Ivang's solution](#)

363.

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
[Ivang's solution](#)

364.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Ivang's solution](#)

365.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Ivang's solution](#)

366.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[Ivang's solution](#)

367.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[Ivang's solution](#)

368.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Ivang's solution](#)

369.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[Ivang's solution](#)

370.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[Ivang's solution](#)

371.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[Ivang's solution](#)

372.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory
[Ivang's solution](#)

373.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[Ivang's solution](#)

374.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[Ivang's solution](#)

375.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[Ivang's solution](#)

376.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[Ivang's solution](#)

377.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ivang's solution](#)

378.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Ivang's solution](#)

379.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[Ivang's solution](#)

380.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Ivang's solution](#)

381.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ivang's solution](#)

382.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ivang's solution](#)

383.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Ivang's solution](#)

384.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ivang's solution](#)

385.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Ivang's solution](#)

386.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[Ivang's solution](#)

387.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[Ivang's solution](#)

388.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[Ivang's solution](#)

389.

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
[Ivang's solution](#)

390.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[Ivang's solution](#)

391.

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
[Ivang's solution](#)

392.

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
[Ivang's solution](#)

393.

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
[Ivang's solution](#)

394.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[Ivang's solution](#)

395.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[Ivang's solution](#)

396.

944B

[Laboratory Work](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Ivang's solution](#)

397.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[Ivang's solution](#)

398.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
[Ivang's solution](#)

399.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[Ivang's solution](#)

400.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[Ivang's solution](#)

401.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[Ivang's solution](#)

402.

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Ivang's solution](#)

403.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Ivang's solution](#)

404.

1118D2

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

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Ivang's solution](#)

405.

1118D1

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

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Ivang's solution](#)

406.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Ivang's solution](#)

407.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · PyPy 3 (first AC) · Tags: brute force, implementation, math, number theory
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408.

1111C

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Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

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409.

1111B

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Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Ivang's solution](#)

410.

1073D

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411.

2101B

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412.

2006B

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413.

67A

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Quality: 2,481 global accepts · Rating: 1800 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[Ivang's solution](#)

414.

1560E

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415.

1508B

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416.

1491D

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Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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417.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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418.

1446B

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419.

1442B

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420.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Ivang's solution](#)

421.

1409E

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422.

1388C

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[Ivang's solution](#)

423.

1396B

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Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Ivang's solution](#)

424.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · last AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

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425.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Ivang's solution](#)

426.

1398D

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Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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427.

1394A

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[Ivang's solution](#)

428.

1381B

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Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
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429.

1030D

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Quality: 6,254 global accepts · Rating: 1800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory
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430.

1367D

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431.

1338B

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432.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
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433.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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434.

1326D2

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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
[Ivang's solution](#)

435.

1299B

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Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry
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436.

1290B

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Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
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437.

1286A

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Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[Ivang's solution](#)

438.

1286B

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Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

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439.

1225D

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Quality: 10,042 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

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440.

1213G

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441.

1207D

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Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

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442.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Ivang's solution](#)

443.

1156B

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[Ivang's solution](#)

444.

1130D2

[Toy Train](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Ivang's solution](#)

445.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[Ivang's solution](#)

446.

1113D

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Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[Ivang's solution](#)

447.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[Ivang's solution](#)

448.

2129C1

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Ivang's solution](#)

449.

2040D

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450.

2050G

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451.

1994D

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452.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

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453.

1747D

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

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454.

1702G1

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Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

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455.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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456.

1560F1

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Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

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457.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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458.

1482D

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459.

1495B

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[Ivang's solution](#)

460.

1439A2

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Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

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461.

1404B

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Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

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462.

1400D

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463.

1305D

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Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

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464.

1375D

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465.

1367E

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466.

1365E

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467.

1369D

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468.

1361B

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469.

1354D

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470.

1348D

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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
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471.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
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472.

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
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473.

1245D

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474.

1238D

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475.

1213E

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476.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math
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477.

1197D

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478.

1181C

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Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

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479.

1175D

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Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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480.

1120A

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481.

1114D

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Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

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482.

1032D

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Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation

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483.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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484.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ivang's solution](#)

485.

1994E

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Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Ivang's solution](#)

486.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Ivang's solution](#)

487.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Ivang's solution](#)

488.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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489.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[Ivang's solution](#)

490.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[Ivang's solution](#)

491.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Ivang's solution](#)

492.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[Ivang's solution](#)

493.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Ivang's solution](#)

494.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Ivang's solution](#)

495.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
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496.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[Ivang's solution](#)

497.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
[Ivang's solution](#)

498.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Ivang's solution](#)

499.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Ivang's solution](#)

500.

1030E

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

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Ivang's solution](#)

501.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ivang's solution](#)

502.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Ivang's solution](#)

503.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[Ivang's solution](#)

504.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[Ivang's solution](#)

505.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Ivang's solution](#)

506.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[Ivang's solution](#)

507.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[Ivang's solution](#)

508.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[Ivang's solution](#)

509.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Ivang's solution](#)

510.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Ivang's solution](#)

511.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Ivang's solution](#)

512.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Ivang's solution](#)

513.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Ivang's solution](#)

514.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Ivang's solution](#)

515.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Ivang's solution](#)

516.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[Ivang's solution](#)

517.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[Ivang's solution](#)

518.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, ternary search

[Ivang's solution](#)

519.

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

[Ivang's solution](#)

520.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Ivang's solution](#)

521.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ivang's solution](#)

522.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Ivang's solution](#)

523.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Ivang's solution](#)

524.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Ivang's solution](#)

525.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[Ivang's solution](#)

526.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-03 · last AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[Ivang's solution](#)

527.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[Ivang's solution](#)

528.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[Ivang's solution](#)

529.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Ivang's solution](#)

530.

1363D

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

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[Ivang's solution](#)

531.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[Ivang's solution](#)

532.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[Ivang's solution](#)

533.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Ivang's solution](#)

534.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Ivang's solution](#)

535.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[Ivang's solution](#)

536.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[Ivang's solution](#)

537.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Ivang's solution](#)

538.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Ivang's solution](#)

539.

431E

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

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, ternary search

[Ivang's solution](#)

540.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ivang's solution](#)

541.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Ivang's solution](#)

542.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Ivang's solution](#)

543.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Ivang's solution](#)

544.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Ivang's solution](#)

545.

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

[Ivang's solution](#)

546.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Ivang's solution](#)

547.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Ivang's solution](#)

548.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Ivang's solution](#)

549.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Ivang's solution](#)

550.

1398E

[Two Types of Spells](#) · [Tutorial](#)

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

[Ivang's solution](#)

551.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Ivang's solution](#)

552.

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

[Ivang's solution](#)

553.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[Ivang's solution](#)

554.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[Ivang's solution](#)

555.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Ivang's solution](#)

556.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[Ivang's solution](#)

557.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Ivang's solution](#)

558.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Ivang's solution](#)

559.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Ivang's solution](#)

560.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Ivang's solution](#)

561.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Ivang's solution](#)

562.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[Ivang's solution](#)

563.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Ivang's solution](#)

564.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Ivang's solution](#)

565.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2020-09-19 · last AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[Ivang's solution](#)

566.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Ivang's solution](#)

567.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings
[Ivang's solution](#)

568.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[Ivang's solution](#)

569.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees
[Ivang's solution](#)

570.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

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
[Ivang's solution](#)

571.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees
[Ivang's solution](#)

572.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[Ivang's solution](#)

573.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[Ivang's solution](#)

574.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[Ivang's solution](#)

575.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[Ivang's solution](#)

576.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[Ivang's solution](#)

577.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive
[Ivang's solution](#)

578.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Ivang's solution](#)

579.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Ivang's solution](#)

580.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Ivang's solution](#)

581.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Ivang's solution](#)

582.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[Ivang's solution](#)

583.

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[Ivang's solution](#)

584.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[Ivang's solution](#)

585.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[Ivang's solution](#)

586.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[Ivang's solution](#)

587.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Ivang's solution](#)

588.

1367F2

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

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Ivang's solution](#)

589.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Ivang's solution](#)

590.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[Ivang's solution](#)

591.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Ivang's solution](#)

592.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Ivang's solution](#)

593.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Ivang's solution](#)

594.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Ivang's solution](#)

595.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Ivang's solution](#)

596.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[Ivang's solution](#)

597.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Ivang's solution](#)

598.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Ivang's solution](#)

599.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings

[Ivang's solution](#)

600.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[Ivang's solution](#)

601.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[Ivang's solution](#)

602.

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Ivang's solution](#)

603.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Ivang's solution](#)

604.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[Ivang's solution](#)

605.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Ivang's solution](#)

606.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Ivang's solution](#)

607.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-30 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Ivang's solution](#)

608.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[Ivang's solution](#)

609.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[Ivang's solution](#)

610.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ivang's solution](#)

611.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[Ivang's solution](#)

612.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[Ivang's solution](#)

613.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Ivang's solution](#)

614.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Ivang's solution](#)

615.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ivang's solution](#)

616.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[Ivang's solution](#)

617.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[Ivang's solution](#)

618.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings
[Ivang's solution](#)

619.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
[Ivang's solution](#)

620.

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
[Ivang's solution](#)

621.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[Ivang's solution](#)

622.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
[Ivang's solution](#)

623.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, communication, interactive
[Ivang's solution](#)

624.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[Ivang's solution](#)

625.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[Ivang's solution](#)

626.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, sortings
[Ivang's solution](#)

627.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
[Ivang's solution](#)

628.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games
[Ivang's solution](#)

629.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[Ivang's solution](#)

630.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Ivang's solution](#)

631.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[Ivang's solution](#)

632.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings
[Ivang's solution](#)

633.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-24 · last AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees
[Ivang's solution](#)

634.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[Ivang's solution](#)

635.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[Ivang's solution](#)

636.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory, two pointers

[Ivang's solution](#)

637.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Ivang's solution](#)

638.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, geometry

[Ivang's solution](#)

639.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-20 · last AC: 2023-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs

[Ivang's solution](#)

640.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Ivang's solution](#)

641.

106249B

[Snakey Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ivang's solution](#)

642.

106249A

[MIT and TIM](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Ivang's solution](#)

643.

106033K

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

Rating: — · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ivang's solution](#)

644.

106033F

[Fair Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ivang's solution](#)

645.

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ivang's solution](#)

646.

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

647.

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

648.

106033G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

649.

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

650.

106032M

[Destiny changes the game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

651.

106032I

[Make Them Happy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

652.

106032H

[Can You Win](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

653.

106032E

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

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

654.

106032D

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

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

655.

106032B

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

Rating: — · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

656.

106032A

[Completely Divisible Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[Ivang's solution](#)

657.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ivang's solution](#)

658.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ivang's solution](#)

659.

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-17 · last AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ivang's solution](#)

660.

1041565

[AÄ5D\\$@CäAD\\$@Cä9](#)

Rating: — · first AC: 2023-12-25 · Haskell (first AC) · Tags: —

[Ivang's solution](#)

661.

1041552

[A@Cä8Ct2CT4CT=C,,5 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2023-12-25 · Haskell (first AC) · Tags: —

[Ivang's solution](#)

662.

1041551

[B UC4G;CT=C,,5 Cö@Dô<CäCC4>C`LCÔ8C#0](#)

Rating: — · first AC: 2023-12-25 · Haskell (first AC) · Tags: —

[Ivang's solution](#)

663.

103715G

[AÖ00i4C,,BCR E](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ivang's solution](#)

664.

103715F

[B >C@C BC,,BDÂ ?D4BCTHCTAD\\$2C,,5](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ivang's solution](#)

665.

103715E

[AÄ0048Dt5D :C,,5 Ct5C`LDö](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ivang's solution](#)

666.

103715D

[BTöCÄ8Dö](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ivang's solution](#)

667.

103715C

[AÄCÖ8D >C`L D ODT0D 0](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ivang's solution](#)

668.

103715B

[AÖ0D0C#CC`8](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ivang's solution](#)

669.

103715A

[AD>CÄD,,=CT5 Ct0CD0CÔ8CP](#)

Rating: — · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[Ivang's solution](#)

670.

103810C

[BDCDÄHCTB](#)

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

[Ivang's solution](#)

671.

103810E

[BÖDraCT4C,,FC,,O](#)

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

[Ivang's solution](#)

672.

103810D

[ASKDÄCD:C](#)

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

[Ivang's solution](#)

673.

103810B

[AÖDÄD`9 D\\$0CÔ5D`](#)

Rating: — · first AC: 2022-10-10 · last AC: 2022-10-10 · Python 3 (first AC) · Tags: —

[Ivang's solution](#)

674.

101611H

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

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

675.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

676.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

677.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

678.

101611A

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

Rating: — · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

679.

101187G

[A @DT8\\$K CD6CT4C 5C](#)

Rating: — · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

680.

101187C

[A4DdD'5 C`KCd8](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

681.

101187B

[A2D\\$C CD](#)

Rating: — · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

682.

101187D

[IQ D\\$5DcBaC;Dò @Cä1CäBCä2](#)

Rating: — · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

683.

101187F

[A@CCT>C @C 7Cä2C =C,,5 D\\$0C ;C,,FD°](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

684.

101187K

[«A..ACm;Däg NC ND"5CR 8C'8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

685.

101187I

[AäDíC CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

686.

101187A

[A7C0D\\$KCR AC'8D\\$:C€](#)

Rating: — · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

687.

102772F

[A7CÔD 8C#B C,,=D\\$5D 5D >C](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

688.

102772D

[Aö>D8CÔ:C FCT?CäGC#8](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

689.

102772E

[A7CÔD C#0](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

690.

102772H

[B,,Tcä;DÄ=D'5 Cö5D 5Cö8D :C€](#)

Rating: — · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

691.

102772C

[A! 7CäEä4!](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

692.

102772B

[Chasing the Butterfly · Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

693.

102772A

[A\\$00d#Cä5 CÖD4GCÖ>CR GC,,AC`>](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

694.

102772G

[B4@Cä! CÄD\\$5CÄD\\$8C#8](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

695.

102772I

[A.T#C08C#0D\\$>D](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

696.

102772J

[AÄDj0DD>CÖ5D`](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

697.

101636D

[B 7C\\$2C 4C ND"8CR <C :D 8CÄCCÄK](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

698.

101636J

[B·0012G\(5D:5CÖ8CR A C#>CöLDô<C€](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

699.

101636E

[A4D#äC DAC#0Dò >C`8CÄ?C,,0CD0](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

700.

101636C

[A#CÖD C,,3D4@C FC,,>CÖ=D`9 DD0C";](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

701.

101636G

[Aö00ta!](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

702.

101636L

[A@CäAD\\$KCR AD4DDD8C#AD°](#)

Rating: — · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

703.

101636A

[B\\$CÖi8Ct<](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

704.

101636K

[B <C,HC T=CÔ>CR ?D >C,,7C\\$5CD5CÔ8CP](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

705.

101636M

[A\\$DAD\\$0CÔ>C\\$;CT=C,,5 Cö>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2020-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

706.

101136F

[AöDöD>C#A D 4D >C OCÄ8](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

707.

101136G

[A4CäC\\$>C'>CÄ:C](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

708.

101136E

[B5D8C ;](#)

Rating: — · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

709.

101136B

[AöCÄ5DT0 D ?D 0C\\$0](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

710.

101136I

[Aä?CT@FC,,O «Aö5D 5D BC =Cä2C#0»](#)

Rating: — · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

711.

101136J

[B\\$CÖi8CÔ>D BC, ?CT@CT?C,,AC#8](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

712.

101136H

[«ABCäEÖäGCTB D BC BDÄ <C,,;C`8Cä=CT@Cä<?»](#)

Rating: — · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

713.

101136D

[B&A&C&D`OD\\$>D](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

714.

101136K

[B\\$OC&O;CÄ`ODt8 C, `8D :C`NDt0DäICT5 C,,;C°](#)

Rating: — · first AC: 2020-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

715.

101136A

[A->O\(üD\),>C' :D CC4;D`9 D BCä;](#)

Rating: — · first AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

716.

100805K

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Rating: — · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

717.

100805F

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[Ivang's solution](#)

718.

100805H

[Three States](#) · [Tutorial](#)

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[Ivang's solution](#)

719.

100805J

[A+O&C`AC,,2D`5 C#;CTBCäGC#8](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

720.

100805I

[A;O=0 CTBC D41C`8C](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

721.

100805B

[Median Smoothing](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

722.

100805D

[Re-branding](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

723.

100805C

[A#B&C`C 7C 2Cä4CR ECä7Dô8CÐ](#)

Rating: — · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

724.

100805G

[Wizard Fight](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

725.

100805A

[A @C;BC =D :C,,5 D4GCT=D`5](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

726.

100805E

[B U@20T4CT=C,,5 CD@C :Cä=Cä2](#)

Rating: — · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

727.

100599I

[B2 ;Dä10ä9 CÄ0C48C, 5D BDÄ AC\\$>Dò FCT=C](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

728.

100599E

[A,,ED\\$C` ;CT:D\\$CC ;DÄ=D`9 CäBCôCD :](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[Ivang's solution](#)

729.

100599H

[Bô7DütQal](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

730.

100599D

[AÔC\\$>D 5C`LCP](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

731.

100599G

[B\\$C0DID4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

732.

100599F

[B @C74C,,7CT<DÄ5 C" >Cò0D =CäAD\\$8](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

733.

100599B

[ABC](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

734.

100599C

[B >DäCò@CäA](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Ivang's solution](#)

735.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

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736.

1331A

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Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Ivang's solution](#)

737.

1319D

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Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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738.

1319C

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739.

1319B

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740.

1319A

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741.

101788H

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Rating: — · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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742.

101788E

[A 7D\\$0C ;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

743.

101788F

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Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

744.

101788I

[B0AD\\$0DD5D\\$0](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

745.

101788B

[A 7D\\$0C "AC#8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

746.

101788G

[B,3DD@Cä2C =CÔKC' :C ;DÄ:D4;D6BCä@](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

747.

101788A

[B 0010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

748.

102498B

[Aö>D18CÔ:C <C AD 8C\\$0](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

749.

102498D

[Aö>D18CÔ A C4>D =Cä9 C 0CtK](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

750.

102498A

[Aö5D5D KC" =C >C 5C@](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ivang's solution](#)

751.

101804D

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Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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752.

101804A

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Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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