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Unique solved — Kaling

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1.

2147A

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1774A

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2127A

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6.

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1864A

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9.

1863A

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10.

2122A

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1810A

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1942A

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2124A

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2096A

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25.

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26.

2044B

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1352A

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1399A

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2029A

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33.

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34.

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36.

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37.

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38.

1649A

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42.

1975A

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1930A

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48.

1909A

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1870A

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50.

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51.

1858A

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1845A

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55.

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1765B

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1787A

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58.

1780A

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59.

1792A

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1782A

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61.

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1761A

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68.

1688B

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69.

1688A

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1681B

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72.

1681A

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73.

1682A

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74.

1670A

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75.

1660B

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76.

1660A

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77.

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78.

1658A

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1657B

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81.

1764B

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1896B

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83.

2048B

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84.

2062B

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85.

2047B

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86.

1992C

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87.

1972B

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88.

2035B

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89.

1951A

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90.

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91.

1845B

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92.

1779B

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93.

1733B

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94.

1726A

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95.

1696B

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96.

2147B

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97.

1770B

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98.

1770A

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99.

1804B

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100.

1844B

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101.

2124B

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102.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,918 global accepts · Rating: 1000 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kaling's solution](#)

103.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Kaling's solution](#)

104.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kaling's solution](#)

105.

1859B

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

Quality: 43,898 global accepts · Rating: 1000 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kaling's solution](#)

106.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Kaling's solution](#)

107.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Kaling's solution](#)

108.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Kaling's solution](#)

109.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kaling's solution](#)

110.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kaling's solution](#)

111.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[Kaling's solution](#)

112.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kaling's solution](#)

113.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kaling's solution](#)

114.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Kaling's solution](#)

115.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kaling's solution](#)

116.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Kaling's solution](#)

117.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Kaling's solution](#)

118.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Kaling's solution](#)

119.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,886 global accepts · Rating: 1000 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kaling's solution](#)

120.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Kaling's solution](#)

121.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kaling's solution](#)

122.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Kaling's solution](#)

123.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Kaling's solution](#)

124.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kaling's solution](#)

125.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Kaling's solution](#)

126.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[Kaling's solution](#)

127.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Kaling's solution](#)

128.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kaling's solution](#)

129.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Kaling's solution](#)

130.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Kaling's solution](#)

131.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Kaling's solution](#)

132.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[Kaling's solution](#)

133.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[Kaling's solution](#)

134.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[Kaling's solution](#)

135.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Kaling's solution](#)

136.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Kaling's solution](#)

137.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[Kaling's solution](#)

138.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kaling's solution](#)

139.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Kaling's solution](#)

140.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kaling's solution](#)

141.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kaling's solution](#)

142.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[Kaling's solution](#)

143.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Kaling's solution](#)

144.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Kaling's solution](#)

145.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Kaling's solution](#)

146.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Kaling's solution](#)

147.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kaling's solution](#)

148.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kaling's solution](#)

149.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,405 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Kaling's solution](#)

150.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Kaling's solution](#)

151.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Kaling's solution](#)

152.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Kaling's solution](#)

153.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Kaling's solution](#)

154.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Kaling's solution](#)

155.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Kaling's solution](#)

156.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Kaling's solution](#)

157.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Kaling's solution](#)

158.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kaling's solution](#)

159.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Kaling's solution](#)

160.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Kaling's solution](#)

161.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Kaling's solution](#)

162.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[Kaling's solution](#)

163.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kaling's solution](#)

164.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[Kaling's solution](#)

165.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Kaling's solution](#)

166.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math,

number theory

[Kaling's solution](#)

167.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kaling's solution](#)

168.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Kaling's solution](#)

169.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[Kaling's solution](#)

170.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[Kaling's solution](#)

171.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[Kaling's solution](#)

172.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Kaling's solution](#)

173.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Kaling's solution](#)

174.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[Kaling's solution](#)

175.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kaling's solution](#)

176.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Kaling's solution](#)

177.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Kaling's solution](#)

178.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kaling's solution](#)

179.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[Kaling's solution](#)

180.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Kaling's solution](#)

181.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Kaling's solution](#)

182.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Kaling's solution](#)

183.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Kaling's solution](#)

184.

2129A

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

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Kaling's solution](#)

185.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, math

[Kaling's solution](#)

186.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Kaling's solution](#)

187.

1815A

[Ian and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kaling's solution](#)

188.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Kaling's solution](#)

189.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Kaling's solution](#)

190.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kaling's solution](#)

191.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Kaling's solution](#)

192.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kaling's solution](#)

193.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Kaling's solution](#)

194.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Kaling's solution](#)

195.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kaling's solution](#)

196.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Kaling's solution](#)

197.

2118C

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

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[Kaling's solution](#)

198.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kaling's solution](#)

199.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Kaling's solution](#)

200.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Kaling's solution](#)

201.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2025-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Kaling's solution](#)

202.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kaling's solution](#)

203.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kaling's solution](#)

204.

1649B

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

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kaling's solution](#)

205.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Kaling's solution](#)

206.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Kaling's solution](#)

207.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Kaling's solution](#)

208.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Kaling's solution](#)

209.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,100 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Kaling's solution](#)

210.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[Kaling's solution](#)

211.

1660C

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

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

[Kaling's solution](#)

212.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy

[Kaling's solution](#)

213.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Kaling's solution](#)

214.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Kaling's solution](#)

215.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Kaling's solution](#)

216.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kaling's solution](#)

217.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Kaling's solution](#)

218.

1887A1

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

Rating: 1400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[Kaling's solution](#)

219.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Kaling's solution](#)

220.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Kaling's solution](#)

221.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, sortings

[Kaling's solution](#)

222.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Kaling's solution](#)

223.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kaling's solution](#)

224.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kaling's solution](#)

225.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[Kaling's solution](#)

226.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kaling's solution](#)

227.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[Kaling's solution](#)

228.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,215 global accepts · Rating: 1400 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Kaling's solution](#)

229.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[Kaling's solution](#)

230.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kaling's solution](#)

231.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, matrices

[Kaling's solution](#)

232.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Kaling's solution](#)

233.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Kaling's solution](#)

234.

1919C

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

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Kaling's solution](#)

235.

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

[Kaling's solution](#)

236.

1860C

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

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[Kaling's solution](#)

237.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Kaling's solution](#)

238.

1847C

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

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Kaling's solution](#)

239.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[Kaling's solution](#)

240.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[Kaling's solution](#)

241.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[Kaling's solution](#)

242.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Kaling's solution](#)

243.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[Kaling's solution](#)

244.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Kaling's solution](#)

245.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[Kaling's solution](#)

246.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[Kaling's solution](#)

247.

1753A2

[Make Nonzero Sum \(hard version\) · Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Kaling's solution](#)

248.

1774B

[Coloring · Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kaling's solution](#)

249.

1804C

[Pull Your Luck · Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Kaling's solution](#)

250.

1817A

[Almost Increasing Subsequence · Tutorial](#)

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Kaling's solution](#)

251.

1876B

[Effects of Anti Pimples · Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, number theory, sortings

[Kaling's solution](#)

252.

2053C

[Bewitching Stargazer · Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Kaling's solution](#)

253.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kaling's solution](#)

254.

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Kaling's solution](#)

255.

2077A

[Breach of Faith · Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kaling's solution](#)

256.

1545A

[AquaMoon and Strange Sort · Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Kaling's solution](#)

257.

2060E

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

Quality: 12,252 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Kaling's solution](#)

258.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Kaling's solution](#)

259.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[Kaling's solution](#)

260.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Kaling's solution](#)

261.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kaling's solution](#)

262.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kaling's solution](#)

263.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kaling's solution](#)

264.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Kaling's solution](#)

265.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kaling's solution](#)

266.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Kaling's solution](#)

267.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[Kaling's solution](#)

268.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Kaling's solution](#)

269.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Kaling's solution](#)

270.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[Kaling's solution](#)

271.

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Kaling's solution](#)

272.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Kaling's solution](#)

273.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[Kaling's solution](#)

274.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[Kaling's solution](#)

275.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kaling's solution](#)

276.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Kaling's solution](#)

277.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Kaling's solution](#)

278.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Kaling's solution](#)

279.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Kaling's solution](#)

280.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kaling's solution](#)

281.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Kaling's solution](#)

282.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[Kaling's solution](#)

283.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Kaling's solution](#)

284.

2206J

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

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kaling's solution](#)

285.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Kaling's solution](#)

286.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Kaling's solution](#)

287.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Kaling's solution](#)

288.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Kaling's solution](#)

289.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Kaling's solution](#)

290.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Kaling's solution](#)

291.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Kaling's solution](#)

292.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Kaling's solution](#)

293.

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[Kaling's solution](#)

294.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kaling's solution](#)

295.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Kaling's solution](#)

296.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Kaling's solution](#)

297.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-06-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Kaling's solution](#)

298.

2006A

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

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299.

1893B

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300.

2039D

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301.

1660F1

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302.

2089A

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303.

2118D1

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2096C

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305.

1670D

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306.

1814B

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307.

1984C2

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308.

977F

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309.

2041D

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310.

2045A

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311.

2029C

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312.

2027D1

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313.

2023B

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314.

1982D

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1983D

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316.

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317.

1936A

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318.

1930C

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1916D

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322.

1765D

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1792D

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1779D

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1681D

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328.

1658C

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2206H

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330.

1801B

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331.

2127D

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332.

1824B1

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333.

2006B

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334.

2039C2

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335.

1534D

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336.

1987D

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337.

1965B

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338.

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1955F

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341.

2045M

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342.

2032D

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343.

2035D

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344.

1649D

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345.

1930D1

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346.

1870D

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347.

1867D

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348.

1852B

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349.

1852A

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350.

1845D

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351.

1780D

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352.

1750D

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353.

1718A1

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354.

1691D

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355.

1696D

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356.

1774E

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357.

1801C

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358.

2129C1

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359.

1817B

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360.

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361.

1887A2

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362.

2053E

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363.

1819B

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364.

1842D

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365.

1854A2

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366.

2089B1

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367.

2077B

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368.

1260D

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369.

2066B

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370.

2029D

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371.

2002D1

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372.

1998C

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373.

1991E

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374.

1991D

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375.

1994D

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376.

1649E

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377.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

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378.

1909D

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379.

1906E

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380.

1847D

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Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

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381.

1787D

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382.

1718A2

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Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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383.

1704D

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384.

1764D

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385.

1753C

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Quality: 5,281 global accepts · Rating: 2000 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

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386.

1770D

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Quality: 4,394 global accepts · Rating: 2000 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Kaling's solution](#)

387.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

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388.

1804D

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Quality: 5,269 global accepts · Rating: 2000 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation

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389.

1830B

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Quality: 5,853 global accepts · Rating: 2000 · first AC: 2025-07-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Kaling's solution](#)

390.

1815B

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Quality: 3,601 global accepts · Rating: 2000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

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391.

1827B1

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Quality: 4,539 global accepts · Rating: 2000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

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392.

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2077C

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1917D

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2206F

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477.

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480.

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484.

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485.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Kaling's solution](#)

486.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[Kaling's solution](#)

487.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[Kaling's solution](#)

488.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Kaling's solution](#)

489.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Kaling's solution](#)

490.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[Kaling's solution](#)

491.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[Kaling's solution](#)

492.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Kaling's solution](#)

493.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Kaling's solution](#)

494.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Kaling's solution](#)

495.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Kaling's solution](#)

496.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[Kaling's solution](#)

497.

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

[Kaling's solution](#)

498.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Kaling's solution](#)

499.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[Kaling's solution](#)

500.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[Kaling's solution](#)

501.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Kaling's solution](#)

502.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[Kaling's solution](#)

503.

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Kaling's solution](#)

504.

2048F

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Kaling's solution](#)

505.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Kaling's solution](#)

506.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy

[Kaling's solution](#)

507.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Kaling's solution](#)

508.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kaling's solution](#)

509.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Kaling's solution](#)

510.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, matrices

[Kaling's solution](#)

511.

1906K

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

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[Kaling's solution](#)

512.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kaling's solution](#)

513.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Kaling's solution](#)

514.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Kaling's solution](#)

515.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kaling's solution](#)

516.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kaling's solution](#)

517.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Kaling's solution](#)

518.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Kaling's solution](#)

519.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kaling's solution](#)

520.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Kaling's solution](#)

521.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kaling's solution](#)

522.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[Kaling's solution](#)

523.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Kaling's solution](#)

524.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[Kaling's solution](#)

525.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[Kaling's solution](#)

526.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Kaling's solution](#)

527.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Kaling's solution](#)

528.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2025-08-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kaling's solution](#)

529.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Kaling's solution](#)

530.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation

[Kaling's solution](#)

531.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Kaling's solution](#)

532.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kaling's solution](#)

533.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kaling's solution](#)

534.

1792F1

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

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs

[Kaling's solution](#)

535.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math

[Kaling's solution](#)

536.

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Kaling's solution](#)

537.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Kaling's solution](#)

538.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kaling's solution](#)

539.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[Kaling's solution](#)

540.

2206L

[Onion](#) · [Tutorial](#)

Quality: 40 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kaling's solution](#)

541.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

542.

101623A

[Ascending Photo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

543.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

544.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

545.

101623D

[Dunlish](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

546.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

547.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

548.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

549.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

550.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

551.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

552.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

553.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

554.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

555.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

556.

105112H

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

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

557.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

558.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

559.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

560.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

561.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

562.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

563.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kaling's solution](#)

564.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kaling's solution](#)

565.

103990D

[Distance and Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

566.

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

567.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

568.

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · PyPy 3-64 (first AC) · Tags: —

[Kaling's solution](#)

569.

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

570.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

571.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

572.

102500J

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

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

573.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

574.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

575.

102500F

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

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

576.

102500E

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

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

577.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)

578.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kaling's solution](#)