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# Unique solved — LXI491214

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- 7.**  
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2035A  
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1945A

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**12.**

2009A

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**13.**

1670A

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1978B

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1978A

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1782A

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1775A1

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1761A

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1644B

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**20.**

1614A

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1656A

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1657B

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1651A

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1646B

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1646A

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1635A

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**33.**

1638A

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1629B

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1604A

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1777B

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**40.**

2028A

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**41.**

2031B

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**42.**

2035B

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**43.**

2026A

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**44.**

1617B

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**45.**

1869A

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**46.**

1775A2

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**47.**

1505A

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**48.**

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**49.**

2037C

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**50.**

1782B

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**51.**

1761B

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52.

1614B

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53.

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54.

3A

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55.

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56.

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57.

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58.

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59.

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61.

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62.

1656C

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1641A

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1635C

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2031C

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**68.**

1978C

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**69.**

1775B

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**71.**

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**72.**

2156C

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**73.**

2028B

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**74.**

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1761C

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**77.**

1654C

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1644C

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**81.**

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**82.**

1439A1

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**83.**

1651C

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1646C

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1614C

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**86.**

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**87.**

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1978D

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**89.**

1782C

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**90.**

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**91.**

1604D

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**92.**

1B

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**93.**

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**94.**

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[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · MS C++ 2017 (first AC) · Tags: data structures, implementation, math

[LXI491214's solution](#)

**98.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · MS C++ 2017 (first AC) · Tags: greedy, strings

[LXI491214's solution](#)

**99.**

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · MS C++ 2017 (first AC) · Tags: dp

[LXI491214's solution](#)

**100.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[LXI491214's solution](#)

**101.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[LXI491214's solution](#)

**102.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[LXI491214's solution](#)

**103.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · MS C++ 2017 (first AC) · Tags: dp, greedy

[LXI491214's solution](#)

**104.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · MS C++ 2017 (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[LXI491214's solution](#)

**105.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[LXI491214's solution](#)

**106.**

2156D

[Find the Last Number](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LXI491214's solution](#)

**107.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[LXI491214's solution](#)

**108.**

1440C2

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

Rating: 1900 · first AC: 2022-11-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[LXI491214's solution](#)

**109.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[LXI491214's solution](#)

**110.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy

[LXI491214's solution](#)

**111.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[LXI491214's solution](#)

**112.**

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[LXI491214's solution](#)

**113.**

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[LXI491214's solution](#)

**114.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp  
[LXI491214's solution](#)

**115.**

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[LXI491214's solution](#)

**116.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math, number theory  
[LXI491214's solution](#)

**117.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · MS C++ 2017 (first AC) · Tags: binary search, brute force, greedy, math, sortings  
[LXI491214's solution](#)

**118.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation, sortings  
[LXI491214's solution](#)

**119.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[LXI491214's solution](#)

**120.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2021-01-24 · last AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[LXI491214's solution](#)

**121.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees  
[LXI491214's solution](#)

**122.**

1869D2

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

Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math  
[LXI491214's solution](#)

**123.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[LXI491214's solution](#)

**124.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[LXI491214's solution](#)

**125.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · MS C++ 2017 (first AC) · Tags: dfs and similar, math, number theory, trees

[LXI491214's solution](#)

**126.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · MS C++ 2017 (first AC) · Tags: dp, number theory

[LXI491214's solution](#)

**127.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-08-05 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[LXI491214's solution](#)

**128.**

1333F

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

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[LXI491214's solution](#)

**129.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[LXI491214's solution](#)

**130.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, graph matchings, math

[LXI491214's solution](#)

**131.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · MS C++ 2017 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[LXI491214's solution](#)

**132.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · MS C++ 2017 (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[LXI491214's solution](#)

**133.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-08-05 · last AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[LXI491214's solution](#)

**134.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[LXI491214's solution](#)

**135.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees  
[LXI491214's solution](#)

**136.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · MS C++ 2017 (first AC) · Tags: dp, number theory  
[LXI491214's solution](#)

**137.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-06-24 · last AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees  
[LXI491214's solution](#)

**138.**

1869E

[Travel Plan](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[LXI491214's solution](#)

**139.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[LXI491214's solution](#)

**140.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers  
[LXI491214's solution](#)

**141.**

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers  
[LXI491214's solution](#)

**142.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings  
[LXI491214's solution](#)

**143.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2022-08-30 · last AC: 2022-10-21 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy  
[LXI491214's solution](#)

**144.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · last AC: 2022-08-17 · MS C++ 2017 (first AC) · Tags: data structures, greedy, math, number theory

[LXI491214's solution](#)

**145.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[LXI491214's solution](#)

**146.**

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[LXI491214's solution](#)

**147.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-09 · last AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[LXI491214's solution](#)

**148.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[LXI491214's solution](#)

**149.**

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2022-06-08 · last AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[LXI491214's solution](#)

**150.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[LXI491214's solution](#)

**151.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[LXI491214's solution](#)

**152.**

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2021-01-21 · last AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[LXI491214's solution](#)

**153.**

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LXI491214's solution](#)

**154.**

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[LXI491214's solution](#)

**155.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[LXI491214's solution](#)

**156.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-03-26 · last AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LXI491214's solution](#)

**157.**

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LXI491214's solution](#)

**158.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-11-21 · last AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[LXI491214's solution](#)

**159.**

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[LXI491214's solution](#)

**160.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2025-08-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, hashing, implementation

[LXI491214's solution](#)

**161.**

1868D

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

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[LXI491214's solution](#)

**162.**

1869F

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

Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[LXI491214's solution](#)

**163.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[LXI491214's solution](#)

**164.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2021-08-22 · last AC: 2021-08-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[LXI491214's solution](#)

**165.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[LXI491214's solution](#)

**166.**

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[LXI491214's solution](#)

**167.**

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[LXI491214's solution](#)

**168.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[LXI491214's solution](#)

**169.**

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-03-30 · last AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: games

[LXI491214's solution](#)

**170.**

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2022-03-04 · MS C++ 2017 (first AC) · Tags: dp

[LXI491214's solution](#)

**171.**

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2022-03-04 · MS C++ 2017 (first AC) · Tags: dp

[LXI491214's solution](#)

**172.**

106184A

[yog \(/ia\)et\[AE,IIÖ0](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LXI491214's solution](#)

**173.**

106114K

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

Rating: — · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LXI491214's solution](#)

**174.**

106114L

[Larger or Smaller](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LXI491214's solution](#)

**175.**

106114I

[Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LXI491214's solution](#)

**176.**

106114E

[Ecosystem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LXI491214's solution](#)

**177.**

1029366

[BFDj@](#)

Rating: — · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LXI491214's solution](#)

**178.**

104172I

[Range Closest Pair of Points Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LXI491214's solution](#)

**179.**

103409C

[AC Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · last AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LXI491214's solution](#)

**180.**

102586G

[Matrix Inversion](#) · [Tutorial](#)

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

[LXI491214's solution](#)

**181.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-02 · Text (first AC) · Tags: \*special, constructive algorithms

[LXI491214's solution](#)

**182.**

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · last AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[LXI491214's solution](#)

**183.**

103427K

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

Rating: — · first AC: 2022-03-24 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[LXI491214's solution](#)

**184.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · last AC: 2022-03-18 · MS C++ 2017 (first AC) · Tags: —

[LXI491214's solution](#)