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Unique solved — MrMirotic

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

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Count: 429

1.
1612A
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Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[MrMirotic's solution](#)
2.
1498A
[GCD Sum](#) · [Tutorial](#)
Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, math
[MrMirotic's solution](#)
3.
1352A
[Sum of Round Numbers](#) · [Tutorial](#)
Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation, math
[MrMirotic's solution](#)
4.
1438A
[Specific Tastes of Andre](#) · [Tutorial](#)
Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[MrMirotic's solution](#)
5.
1433B
[Yet Another Bookshelf](#) · [Tutorial](#)
Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[MrMirotic's solution](#)
6.
1433A
[Boring Apartments](#) · [Tutorial](#)
Quality: 62,661 global accepts · Rating: 800 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[MrMirotic's solution](#)
7.
1421A
[XORwice](#) · [Tutorial](#)
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8.
1408A
[Circle Coloring](#) · [Tutorial](#)
Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[MrMirotic's solution](#)
9.
1374A
[Required Remainder](#) · [Tutorial](#)
Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math
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10.
1370A
[Maximum GCD](#) · [Tutorial](#)

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11.

1092B

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Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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12.

1092A

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Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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13.

899A

[Splitting in Teams](#) · [Tutorial](#)

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14.

1017A

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15.

988A

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16.

977A

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17.

965A

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18.

964A

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19.

908A

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20.

851A

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21.

791A

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22.

785A

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23.

782A

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24.

746A

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25.

750A

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26.

732A

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27.

716A

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28.

707A

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29.

703A

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30.

688A

[Opponents](#) · [Tutorial](#)

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31.

686A

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32.

680A

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33.

677A

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34.

676A

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35.

672A

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36.

595A

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37.

629A

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38.

630A

[Again Twenty Five!](#) · [Tutorial](#)

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39.

618A

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40.

1612B

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41.

1543A

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42.

1543B

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43.

1475B

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Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: brute force, dp, math

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44.

1475A

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Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: math, number theory

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45.

1433C

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46.

1374B

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47.

991B

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48.

977B

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49.

915A

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50.

913A

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51.

868A

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52.

776A

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53.

709A

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54.

746B

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55.

768A

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56.

738A

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57.

706A

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58.

670A

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59.

373A

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60.

622B

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61.

621A

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62.

611A

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

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63.

1438B

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64.

1374C

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65.

1033A

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66.

1023B

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67.

991A

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68.

1A

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69.

816A

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70.

779A

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71.

777A

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72.

742A

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73.

732B

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74.

724A

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75.

688B

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76.

680B

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77.

672B

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78.

670B

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79.

644A

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80.

622A

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81.

500A

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82.

1421B

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Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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83.

1370B

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84.

1033B

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85.

988B

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86.

985A

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87.

869B

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88.

869A

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89.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-15 · MS C++ (first AC) · Tags: implementation

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90.

785B

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91.

779B

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Quality: 10,712 global accepts · Rating: 1100 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

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92.

719A

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93.

714A

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94.

349A

[Cinema Line](#) · [Tutorial](#)

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95.

706B

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Quality: 84,487 global accepts · Rating: 1100 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

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96.

682A

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Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

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97.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: math

[MrMirotic's solution](#)

98.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-12 · MS C++ (first AC) · Tags: dp, greedy, implementation, math

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99.

629B

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Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-02-21 · last AC: 2016-02-21 · MS C++ (first AC) · Tags: brute force

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100.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,662 global accepts · Rating: 1100 · first AC: 2016-02-19 · MS C++ (first AC) · Tags: math

[MrMirotic's solution](#)

101.

630C

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Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-19 · MS C++ (first AC) · Tags: combinatorics, math

[MrMirotic's solution](#)

102.

618B

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Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-01-29 · MS C++ (first AC) · Tags: constructive algorithms

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103.

1352C

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Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: binary search, math

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104.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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105.

1433D

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106.

1023A

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107.

1023C

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108.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[MrMirotic's solution](#)

109.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

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110.

982A

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Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

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111.

977C

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Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

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112.

960A

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Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-07 · MS C++ (first AC) · Tags: implementation

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113.

913B

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114.

908B

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Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, implementation

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115.

812A

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Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-02 · MS C++ (first AC) · Tags: implementation

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116.

779C

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117.

776B

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118.

709C

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119.

738B

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Rating: 1200 · first AC: 2016-11-20 · MS C++ (first AC) · Tags: brute force, dp, implementation

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120.

732C

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121.

714B

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Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · MS C++ (first AC) · Tags: implementation, sortings

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122.

682B

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Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-18 · GNU C++11 (first AC) · Tags: sortings

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123.

651B

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124.

632A

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Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-01 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

125.

630B

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Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-19 · MS C++ (first AC) · Tags: math

[MrMirotic's solution](#)

126.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[MrMirotic's solution](#)

127.

1498B

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Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

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128.

1352D

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Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: implementation

[MrMirotic's solution](#)

129.

1446A

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Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

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130.

1433E

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Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[MrMirotic's solution](#)

131.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[MrMirotic's solution](#)

132.

982B

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Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[MrMirotic's solution](#)

133.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: implementation

[MrMirotic's solution](#)

134.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: math

[MrMirotic's solution](#)

135.

962B

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Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[MrMirotic's solution](#)

136.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: implementation

[MrMirotic's solution](#)

137.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: implementation

[MrMirotic's solution](#)

138.

907A

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

[MrMirotic's solution](#)

139.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-19 · last AC: 2017-08-20 · MS C++ (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[MrMirotic's solution](#)

140.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2017-06-02 · MS C++ (first AC) · Tags: brute force, greedy

[MrMirotic's solution](#)

141.

750B

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

[MrMirotic's solution](#)

142.

716B

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143.

707B

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[MrMirotic's solution](#)

144.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: implementation, sortings

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145.

588B

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Quality: 14,994 global accepts · Rating: 1300 · first AC: 2016-02-26 · MS C++ (first AC) · Tags: math

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146.

621B

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Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · MS C++ (first AC) · Tags: combinatorics, implementation

[MrMirotic's solution](#)

147.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, math

[MrMirotic's solution](#)

148.

1421C

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Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[MrMirotic's solution](#)

149.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · last AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory

[MrMirotic's solution](#)

150.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[MrMirotic's solution](#)

151.

1374D

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Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers

[MrMirotic's solution](#)

152.

988C

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Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: implementation, sortings

[MrMirotic's solution](#)

153.

977D

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Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings

[MrMirotic's solution](#)

154.

962C

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Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[MrMirotic's solution](#)

155.

907B

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

[MrMirotic's solution](#)

156.

868B

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157.

851B

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[MrMirotic's solution](#)

158.

816B

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Quality: 27,403 global accepts · Rating: 1400 · first AC: 2017-06-18 · last AC: 2017-06-18 · MS C++ (first AC) · Tags: binary search, data structures, implementation

[MrMirotic's solution](#)

159.

485A

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Quality: 8,769 global accepts · Rating: 1400 · first AC: 2017-06-02 · MS C++ (first AC) · Tags: implementation, math, matrices

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160.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-15 · last AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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161.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2016-10-08 · MS C++ (first AC) · Tags: greedy

[MrMirotic's solution](#)

162.

714C

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

Rating: 1400 · first AC: 2016-09-13 · MS C++ (first AC) · Tags: data structures, implementation

[MrMirotic's solution](#)

163.

680C

[Bear and Prime 100](#) · [Tutorial](#)

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[MrMirotic's solution](#)

164.

677B

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Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: implementation, math

[MrMirotic's solution](#)

165.

675B

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Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[MrMirotic's solution](#)

166.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: binary search, brute force, implementation

[MrMirotic's solution](#)

167.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-12 · MS C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[MrMirotic's solution](#)

168.

632B

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Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-01 · MS C++ (first AC) · Tags: brute force, constructive algorithms

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169.

1352E

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

[MrMirotic's solution](#)

170.

1352F

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Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

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171.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

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172.

1062B

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Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: greedy, math, number theory

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173.

1010A

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174.

985C

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175.

982C

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176.

977E

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177.

960B

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178.

908C

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Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: brute force, geometry, implementation, math

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179.

868C

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Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · MS C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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180.

853A

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181.

812C

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[MrMirotic's solution](#)

182.

791C

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Rating: 1500 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[MrMirotic's solution](#)

183.

791B

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Rating: 1500 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[MrMirotic's solution](#)

184.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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185.

746D

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Quality: 5,367 global accepts · Rating: 1500 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[MrMirotic's solution](#)

186.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[MrMirotic's solution](#)

187.

724B

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Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-09 · MS C++ (first AC) · Tags: brute force, greedy, implementation, math

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188.

707C

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189.

677C

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Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, implementation, strings

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190.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,443 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: binary search, dp, strings, two pointers

[MrMirotic's solution](#)

191.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2016-05-25 · GNU C++11 (first AC) · Tags: implementation, math

[MrMirotic's solution](#)

192.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-05 · MS C++ (first AC) · Tags: binary search, implementation

[MrMirotic's solution](#)

193.

1612D

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Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MrMirotic's solution](#)

194.

1498C

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Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[MrMirotic's solution](#)

195.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[MrMirotic's solution](#)

196.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2020-12-19 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[MrMirotic's solution](#)

197.

1352G

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

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

[MrMirotic's solution](#)

198.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[MrMirotic's solution](#)

199.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-12-19 · last AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[MrMirotic's solution](#)

200.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MrMirotic's solution](#)

201.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: brute force, dp, games

[MrMirotic's solution](#)

202.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MrMirotic's solution](#)

203.

966A

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

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[MrMirotic's solution](#)

204.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[MrMirotic's solution](#)

205.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-20 · MS C++ (first AC) · Tags: bitmasks, dp, greedy

[MrMirotic's solution](#)

206.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · MS C++ (first AC) · Tags: bitmasks, implementation, strings

[MrMirotic's solution](#)

207.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-11 · last AC: 2017-09-11 · MS C++ (first AC) · Tags: brute force, constructive algorithms

[MrMirotic's solution](#)

208.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: binary search, dp, greedy, two pointers

[MrMirotic's solution](#)

209.

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-02 · MS C++ (first AC) · Tags: bitmasks, brute force, dp

[MrMirotic's solution](#)

210.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[MrMirotic's solution](#)

211.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[MrMirotic's solution](#)

212.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[MrMirotic's solution](#)

213.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[MrMirotic's solution](#)

214.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[MrMirotic's solution](#)

215.

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[MrMirotic's solution](#)

216.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

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217.

742D

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Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

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218.

750C

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Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: binary search, greedy, math

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219.

716C

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220.

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-17 · MS C++ (first AC) · Tags: implementation

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221.

706C

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Quality: 19,368 global accepts · Rating: 1600 · first AC: 2016-08-11 · MS C++ (first AC) · Tags: dp, strings

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222.

595B

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223.

373C

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Rating: 1600 · first AC: 2016-02-25 · MS C++ (first AC) · Tags: greedy, sortings, two pointers

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224.

373B

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Quality: 2,795 global accepts · Rating: 1600 · first AC: 2016-02-25 · MS C++ (first AC) · Tags: binary search, implementation, math

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225.

500B

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Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-12-30 · MS C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

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226.

1543D1

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math

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227.

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

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228.

1464A

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Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[MrMirotic's solution](#)

229.

1092C

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Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[MrMirotic's solution](#)

230.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[MrMirotic's solution](#)

231.

983A

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Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math

[MrMirotic's solution](#)

232.

977F

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Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dp

[MrMirotic's solution](#)

233.

966B

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Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[MrMirotic's solution](#)

234.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · MS C++ (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[MrMirotic's solution](#)

235.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-06 · last AC: 2017-09-06 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[MrMirotic's solution](#)

236.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2017-07-31 · MS C++ (first AC) · Tags: implementation

[MrMirotic's solution](#)

237.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-18 · MS C++ (first AC) · Tags: brute force, greedy, implementation

[MrMirotic's solution](#)

238.

485C

[Bits](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-02 · MS C++ (first AC) · Tags: implementation, math

[MrMirotic's solution](#)

239.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings

[MrMirotic's solution](#)

240.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · MS C++ (first AC) · Tags: binary search, greedy, sortings

[MrMirotic's solution](#)

241.

719C

[Efim and Strange Grade](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-10-08 · MS C++ (first AC) · Tags: dp, implementation, math

[MrMirotic's solution](#)

242.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2016-08-17 · MS C++ (first AC) · Tags: data structures, dp, greedy, implementation

[MrMirotic's solution](#)

243.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2016-08-04 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[MrMirotic's solution](#)

244.

678D

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Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-07-28 · last AC: 2016-07-28 · GNU C++11 (first AC) · Tags: math, number theory

[MrMirotic's solution](#)

245.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2016-03-01 · MS C++ (first AC) · Tags: sortings, strings

[MrMirotic's solution](#)

246.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-10 · MS C++ (first AC) · Tags: data structures, implementation

[MrMirotic's solution](#)

247.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[MrMirotic's solution](#)

248.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, strings

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249.

1053A

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-27 · GNU C++11 (first AC) · Tags: geometry

[MrMirotic's solution](#)

250.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · GNU C++11 (first AC) · Tags: number theory

[MrMirotic's solution](#)

251.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[MrMirotic's solution](#)

252.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: brute force, math

[MrMirotic's solution](#)

253.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: dp

[MrMirotic's solution](#)

254.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[MrMirotic's solution](#)

255.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[MrMirotic's solution](#)

256.

869C

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Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-16 · last AC: 2017-10-16 · Java 8 (first AC) · Tags: combinatorics, dp, math

[MrMirotic's solution](#)

257.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · MS C++ (first AC) · Tags: greedy, sortings, two pointers

[MrMirotic's solution](#)

258.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-15 · MS C++ (first AC) · Tags: brute force, math

[MrMirotic's solution](#)

259.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation,

strings

[MrMirotic's solution](#)

260.

776C

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Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-24 · last AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[MrMirotic's solution](#)

261.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[MrMirotic's solution](#)

262.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-26 · last AC: 2016-09-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[MrMirotic's solution](#)

263.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-08-18 · MS C++ (first AC) · Tags: dp, geometry, greedy, implementation

[MrMirotic's solution](#)

264.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-12 · MS C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

[MrMirotic's solution](#)

265.

691C

[Exponential notation](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: implementation, strings

[MrMirotic's solution](#)

266.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-23 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[MrMirotic's solution](#)

267.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MrMirotic's solution](#)

268.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[MrMirotic's solution](#)

269.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[MrMirotic's solution](#)

270.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms

[MrMirotic's solution](#)

271.

1421D

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Quality: 4,383 global accepts · Rating: 1900 · first AC: 2020-10-18 · last AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[MrMirotic's solution](#)

272.

1092F

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Quality: 10,847 global accepts · Rating: 1900 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[MrMirotic's solution](#)

273.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[MrMirotic's solution](#)

274.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, trees

[MrMirotic's solution](#)

275.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

[MrMirotic's solution](#)

276.

782D

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, strings

[MrMirotic's solution](#)

277.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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278.

709D

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Rating: 1900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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279.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

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280.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · MS C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp,

implementation

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281.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-09 · MS C++ (first AC) · Tags: data structures, greedy, strings

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282.

374C

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Quality: 3,021 global accepts · Rating: 1900 · first AC: 2016-08-19 · MS C++ (first AC) · Tags: dfs and similar, dp, graphs, implementation

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283.

630E

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Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-26 · MS C++ (first AC) · Tags: math

[MrMirotic's solution](#)

284.

373D

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Rating: 1900 · first AC: 2016-02-25 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

285.

622D

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[MrMirotic's solution](#)

286.

1612E

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Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[MrMirotic's solution](#)

287.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[MrMirotic's solution](#)

288.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[MrMirotic's solution](#)

289.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[MrMirotic's solution](#)

290.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[MrMirotic's solution](#)

291.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[MrMirotic's solution](#)

292.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[MrMirotic's solution](#)

293.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

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294.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-26 · last AC: 2018-04-26 · GNU C++11 (first AC) · Tags: math

[MrMirotic's solution](#)

295.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[MrMirotic's solution](#)

296.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[MrMirotic's solution](#)

297.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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298.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2016-08-19 · MS C++ (first AC) · Tags: greedy, implementation

[MrMirotic's solution](#)

299.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-08-18 · MS C++ (first AC) · Tags: binary search, greedy

[MrMirotic's solution](#)

300.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[MrMirotic's solution](#)

301.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[MrMirotic's solution](#)

302.

1446C

[Xor Tree](#) · [Tutorial](#)

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

[MrMirotic's solution](#)

303.

1433F

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

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

[MrMirotic's solution](#)

304.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[MrMirotic's solution](#)

305.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, matrices

[MrMirotic's solution](#)

306.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[MrMirotic's solution](#)

307.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dp

[MrMirotic's solution](#)

308.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: brute force, greedy

[MrMirotic's solution](#)

309.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[MrMirotic's solution](#)

310.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[MrMirotic's solution](#)

311.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[MrMirotic's solution](#)

312.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[MrMirotic's solution](#)

313.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · last AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[MrMirotic's solution](#)

314.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,238 global accepts · Rating: 2100 · first AC: 2017-07-31 · last AC: 2017-07-31 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[MrMirotic's solution](#)

315.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2017-06-02 · MS C++ (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[MrMirotic's solution](#)

316.

485D

[Maximum Value](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-06-02 · MS C++ (first AC) · Tags: binary search, sortings

[MrMirotic's solution](#)

317.

791D

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-20 · last AC: 2017-03-20 · MS C++ (first AC) · Tags: dfs and similar, dp, trees

[MrMirotic's solution](#)

318.

782E

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-06 · last AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[MrMirotic's solution](#)

319.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[MrMirotic's solution](#)

320.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[MrMirotic's solution](#)

321.

349D

[Apple Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2016-08-16 · MS C++ (first AC) · Tags: dfs and similar, number theory, trees

[MrMirotic's solution](#)

322.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

greedy, sortings

[MrMirotic's solution](#)

323.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2016-03-02 · MS C++ (first AC) · Tags: brute force, math, number theory

[MrMirotic's solution](#)

324.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math

[MrMirotic's solution](#)

325.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[MrMirotic's solution](#)

326.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[MrMirotic's solution](#)

327.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[MrMirotic's solution](#)

328.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[MrMirotic's solution](#)

329.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[MrMirotic's solution](#)

330.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[MrMirotic's solution](#)

331.

907D

[Seating of Students](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-12-23 · MS C++ (first AC) · Tags: constructive algorithms

[MrMirotic's solution](#)

332.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-15 · last AC: 2017-08-15 · MS C++ (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[MrMirotic's solution](#)

333.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-20 · MS C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, math

[MrMirotic's solution](#)

334.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[MrMirotic's solution](#)

335.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[MrMirotic's solution](#)

336.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[MrMirotic's solution](#)

337.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: hashing, strings

[MrMirotic's solution](#)

338.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[MrMirotic's solution](#)

339.

595C

[Warrior and Archer](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-02-25 · MS C++ (first AC) · Tags: games

[MrMirotic's solution](#)

340.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[MrMirotic's solution](#)

341.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-11 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[MrMirotic's solution](#)

342.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · last AC: 2018-08-08 · GNU C++11 (first AC) · Tags: geometry, hashing, strings

[MrMirotic's solution](#)

343.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[MrMirotic's solution](#)

344.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2400 · first AC: 2017-12-29 · MS C++ (first AC) · Tags: graphs, greedy, implementation

[MrMirotic's solution](#)

345.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[MrMirotic's solution](#)

346.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[MrMirotic's solution](#)

347.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: binary search, dp

[MrMirotic's solution](#)

348.

443E

[Artem and Array](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-04-18 · GNU C++11 (first AC) · Tags: greedy

[MrMirotic's solution](#)

349.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · last AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[MrMirotic's solution](#)

350.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2018-05-17 · GNU C++11 (first AC) · Tags: geometry, math

[MrMirotic's solution](#)

351.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · last AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[MrMirotic's solution](#)

352.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · last AC: 2020-12-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[MrMirotic's solution](#)

353.

1446D2

[Frequency Problem \(Hard Version\) · Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · last AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[MrMirotic's solution](#)

354.

2214A

[Odd One Out · Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-05 · PHP (first AC) · Tags: *special, graph matchings, implementation

[MrMirotic's solution](#)

355.

101620G

[Gambling Guide · Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

356.

101620H

[Hidden Hierarchy · Tutorial](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

357.

101620A

[Assignment Algorithm · Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

358.

101620J

[Justified Jungle · Tutorial](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

359.

101620F

[Faulty Factorial · Tutorial](#)

Rating: — · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

360.

102006J

[Clarifications · Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

361.

102006H

[Bugged System · Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

362.

102006G

[Is Topo Logical? · Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrMirotic's solution](#)

363.

102006K

[Tourists' Tour · Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

364.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

365.

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

366.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

367.

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

368.

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

369.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · last AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

370.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

371.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

372.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

373.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[MrMirotic's solution](#)

374.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

375.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-20 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

376.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

377.

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

378.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

379.

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · Java 8 (first AC) · Tags: —

[MrMirotic's solution](#)

380.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

381.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · last AC: 2018-11-10 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

382.

101933E

[Explosion Exploit](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · last AC: 2018-10-25 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

383.

101933H

[House Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · Java 8 (first AC) · Tags: —

[MrMirotic's solution](#)

384.

101933K

[King's Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

385.

101933I

[Intergalactic Bidding](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · Java 8 (first AC) · Tags: —

[MrMirotic's solution](#)

386.

101933J

[Jumbled String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

387.

101933C

[Code Cleanups](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

388.

101933B

[Baby Bites](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

389.

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

390.

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

391.

101908E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

392.

101908D

[Unraveling Monty Hall](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

393.

101667J

[Strongly Matchable](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

394.

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

395.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · last AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

396.

101889M

[Marblecoin](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

397.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

398.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

399.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

400.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

401.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

402.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

403.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

404.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

405.

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

406.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: *special

[MrMirotic's solution](#)

407.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: *special

[MrMirotic's solution](#)

408.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · last AC: 2018-04-29 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

409.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

410.

101611H

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

Rating: — · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

411.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

412.

101611D

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

Rating: — · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

413.

101611A

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

Rating: — · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

414.

100883E

[xortion](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-04 · last AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[MrMirotic's solution](#)

415.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

416.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

417.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

418.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

419.

100883A

[Random Fightings](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

420.

100883D

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

421.

100883H

[tourists](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

422.

100883C

[Too Many Coins](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

423.

100883G

[Count Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

424.

100883F

[Print Mix Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

425.

100883J

[palprime](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

426.

100883B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: —

[MrMirotic's solution](#)

427.

399C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-25 · MS C++ (first AC) · Tags: number theory

[MrMirotic's solution](#)

428.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2016-02-25 · MS C++ (first AC) · Tags: —

[MrMirotic's solution](#)

429.

399A

[Pages](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: — · first AC: 2016-02-25 · MS C++ (first AC) · Tags: implementation

[MrMirotic's solution](#)