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Unique solved — PCTprobability

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

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Filters: none

Count: 623

1.

2211A

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2.

2203A

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3.

2170A

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

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4.

2147A

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5.

2127A

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6.

2125A

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7.

2122A

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8.

2124A

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9.

2053A

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10.

2039A

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11.

2029A

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12.

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2002A

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1942A

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1909A

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18.

1916A

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19.

1776A

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20.

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21.

1740B

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22.

1740A

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23.

1725A

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24.

1672A

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25.

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26.

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27.

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28.

1632A

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31.

1627A

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32.

1621A

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33.

1616A

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1623A

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35.

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36.

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37.

1608A

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38.

1582A

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40.

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1566B

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greedy

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42.

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43.

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44.

1560C

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45.

1560B

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46.

1560A

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47.

1554A

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48.

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49.

1553A

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50.

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51.

1530B

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52.

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53.

1550A

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54.

1542A

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1535A

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56.

1523A

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57.

1525A

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58.

1515A

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1519B

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60.

1519A

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61.

1517A

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62.

1516A

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63.

1499A

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1497A

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65.

1491A

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66.

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67.

1487A

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68.

1461A

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69.

1136A

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70.

1466B

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71.

1466A

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73.

1455A

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74.

1457A

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75.

1454B

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77.

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79.

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80.

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81.

1437A

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82.

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83.

1438A

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84.

1435A

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85.

2125B

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86.

2035B

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87.

1726A

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88.

1609A

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89.

1610A

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90.

1606A

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91.

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92.

1272A

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93.

1559B

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94.

1559A

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95.

1555A

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96.

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97.

1380A

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98.

1525B

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99.

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100.

1467A

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1471A

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102.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[PCTprobability's solution](#)

103.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PCTprobability's solution](#)

104.

2203B

[Beautiful Numbers](#) · [Tutorial](#)

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[PCTprobability's solution](#)

105.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[PCTprobability's solution](#)

106.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[PCTprobability's solution](#)

107.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[PCTprobability's solution](#)

108.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[PCTprobability's solution](#)

109.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[PCTprobability's solution](#)

110.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[PCTprobability's solution](#)

111.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[PCTprobability's solution](#)

112.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[PCTprobability's solution](#)

113.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[PCTprobability's solution](#)

114.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[PCTprobability's solution](#)

115.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,883 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[PCTprobability's solution](#)

116.

1725B

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

Quality: 28,267 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[PCTprobability's solution](#)

117.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[PCTprobability's solution](#)

118.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[PCTprobability's solution](#)

119.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[PCTprobability's solution](#)

120.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[PCTprobability's solution](#)

121.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[PCTprobability's solution](#)

122.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[PCTprobability's solution](#)

123.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[PCTprobability's solution](#)

124.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[PCTprobability's solution](#)

125.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[PCTprobability's solution](#)

126.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[PCTprobability's solution](#)

127.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[PCTprobability's solution](#)

128.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,058 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[PCTprobability's solution](#)

129.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[PCTprobability's solution](#)

130.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[PCTprobability's solution](#)

131.

1438B

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

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[PCTprobability's solution](#)

132.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[PCTprobability's solution](#)

133.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[PCTprobability's solution](#)

134.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[PCTprobability's solution](#)

135.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[PCTprobability's solution](#)

136.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[PCTprobability's solution](#)

137.

2029B

[Replacement](#) · [Tutorial](#)

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

[PCTprobability's solution](#)

138.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[PCTprobability's solution](#)

139.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[PCTprobability's solution](#)

140.

1726B

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

Quality: 16,848 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[PCTprobability's solution](#)

141.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[PCTprobability's solution](#)

142.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[PCTprobability's solution](#)

143.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[PCTprobability's solution](#)

144.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[PCTprobability's solution](#)

145.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[PCTprobability's solution](#)

146.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[PCTprobability's solution](#)

147.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[PCTprobability's solution](#)

148.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[PCTprobability's solution](#)

149.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[PCTprobability's solution](#)

150.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[PCTprobability's solution](#)

151.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[PCTprobability's solution](#)

152.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[PCTprobability's solution](#)

153.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[PCTprobability's solution](#)

154.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[PCTprobability's solution](#)

155.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[PCTprobability's solution](#)

156.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[PCTprobability's solution](#)

157.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[PCTprobability's solution](#)

158.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[PCTprobability's solution](#)

159.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[PCTprobability's solution](#)

160.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[PCTprobability's solution](#)

161.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[PCTprobability's solution](#)

162.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[PCTprobability's solution](#)

163.

1909B

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

Quality: 30,959 global accepts · Rating: 1200 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[PCTprobability's solution](#)

164.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[PCTprobability's solution](#)

165.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[PCTprobability's solution](#)

166.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[PCTprobability's solution](#)

167.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[PCTprobability's solution](#)

168.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[PCTprobability's solution](#)

169.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[PCTprobability's solution](#)

170.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[PCTprobability's solution](#)

171.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[PCTprobability's solution](#)

172.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[PCTprobability's solution](#)

173.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[PCTprobability's solution](#)

174.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[PCTprobability's solution](#)

175.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[PCTprobability's solution](#)

176.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[PCTprobability's solution](#)

177.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[PCTprobability's solution](#)

178.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PCTprobability's solution](#)

179.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[PCTprobability's solution](#)

180.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[PCTprobability's solution](#)

181.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[PCTprobability's solution](#)

182.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[PCTprobability's solution](#)

183.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,686 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[PCTprobability's solution](#)

184.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[PCTprobability's solution](#)

185.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[PCTprobability's solution](#)

186.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[PCTprobability's solution](#)

187.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[PCTprobability's solution](#)

188.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[PCTprobability's solution](#)

189.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[PCTprobability's solution](#)

190.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[PCTprobability's solution](#)

191.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[PCTprobability's solution](#)

192.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[PCTprobability's solution](#)

193.

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[PCTprobability's solution](#)

194.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[PCTprobability's solution](#)

195.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[PCTprobability's solution](#)

196.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[PCTprobability's solution](#)

197.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[PCTprobability's solution](#)

198.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[PCTprobability's solution](#)

199.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[PCTprobability's solution](#)

200.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[PCTprobability's solution](#)

201.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[PCTprobability's solution](#)

202.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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203.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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204.

1558A

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Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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205.

1560D

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206.

1555C

[Coin Rows](#) · [Tutorial](#)

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207.

1555B

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Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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208.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

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209.

1521B

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[PCTprobability's solution](#)

210.

1476B

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[PCTprobability's solution](#)

211.

1471C

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Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[PCTprobability's solution](#)

212.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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213.

1454D

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Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[PCTprobability's solution](#)

214.

2127C

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Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[PCTprobability's solution](#)

215.

2035C

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Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[PCTprobability's solution](#)

216.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[PCTprobability's solution](#)

217.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[PCTprobability's solution](#)

218.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[PCTprobability's solution](#)

219.

1740C

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Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[PCTprobability's solution](#)

220.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[PCTprobability's solution](#)

221.

1634B

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Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[PCTprobability's solution](#)

222.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[PCTprobability's solution](#)

223.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[PCTprobability's solution](#)

224.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[PCTprobability's solution](#)

225.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[PCTprobability's solution](#)

226.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[PCTprobability's solution](#)

227.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[PCTprobability's solution](#)

228.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[PCTprobability's solution](#)

229.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[PCTprobability's solution](#)

230.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[PCTprobability's solution](#)

231.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[PCTprobability's solution](#)

232.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[PCTprobability's solution](#)

233.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[PCTprobability's solution](#)

234.

803A

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Quality: 5,358 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[PCTprobability's solution](#)

235.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[PCTprobability's solution](#)

236.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[PCTprobability's solution](#)

237.

1457C

[Bouncing Ball](#) · [Tutorial](#)

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

[PCTprobability's solution](#)

238.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[PCTprobability's solution](#)

239.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[PCTprobability's solution](#)

240.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[PCTprobability's solution](#)

241.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[PCTprobability's solution](#)

242.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

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[PCTprobability's solution](#)

243.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[PCTprobability's solution](#)

244.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[PCTprobability's solution](#)

245.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[PCTprobability's solution](#)

246.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[PCTprobability's solution](#)

247.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[PCTprobability's solution](#)

248.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[PCTprobability's solution](#)

249.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[PCTprobability's solution](#)

250.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[PCTprobability's solution](#)

251.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[PCTprobability's solution](#)

252.

1272D

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253.

494A

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254.

1552B

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Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

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255.

1542B

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256.

1416A

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[PCTprobability's solution](#)

257.

1010A

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[PCTprobability's solution](#)

258.

1515D

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Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[PCTprobability's solution](#)

259.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

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[PCTprobability's solution](#)

260.

553A

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[PCTprobability's solution](#)

261.

1499C

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262.

1486B

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263.

1487D

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[PCTprobability's solution](#)

264.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[PCTprobability's solution](#)

265.

1461C

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266.

1136C

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267.

1466D

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[PCTprobability's solution](#)

268.

1440C1

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269.

2125D

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Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

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270.

2018A

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271.

1994C

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[PCTprobability's solution](#)

272.

1707A

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273.

1687A

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274.

1677A

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[PCTprobability's solution](#)

275.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

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276.

1623C

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Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[PCTprobability's solution](#)

277.

1622C

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Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

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278.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[PCTprobability's solution](#)

279.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[PCTprobability's solution](#)

280.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[PCTprobability's solution](#)

281.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[PCTprobability's solution](#)

282.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[PCTprobability's solution](#)

283.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[PCTprobability's solution](#)

284.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[PCTprobability's solution](#)

285.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[PCTprobability's solution](#)

286.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[PCTprobability's solution](#)

287.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[PCTprobability's solution](#)

288.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PCTprobability's solution](#)

289.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[PCTprobability's solution](#)

290.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[PCTprobability's solution](#)

291.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[PCTprobability's solution](#)

292.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[PCTprobability's solution](#)

293.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[PCTprobability's solution](#)

294.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[PCTprobability's solution](#)

295.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[PCTprobability's solution](#)

296.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[PCTprobability's solution](#)

297.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[PCTprobability's solution](#)

298.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers

[PCTprobability's solution](#)

299.

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[PCTprobability's solution](#)

300.

1452D

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2122C

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2039D

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1770C

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1467B

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1575D

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1572A

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1556D

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1552C

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381.

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382.

1478D

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1477A

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392.

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393.

2002D1

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1994D

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396.

1854A2

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397.

1785B

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398.

1707B

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399.

1677C

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400.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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401.

687C

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402.

1627D

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403.

1601B

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404.

737C

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405.

1272E

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406.

1168B

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407.

1558B

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408.

1560F1

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409.

536B

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410.

536A

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Rating: 1900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[PCTprobability's solution](#)

411.

512B

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412.

1205B

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413.

553B

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414.

1477B

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[PCTprobability's solution](#)

415.

1475G

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[PCTprobability's solution](#)

416.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[PCTprobability's solution](#)

417.

1471D

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Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

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418.

2201C

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[PCTprobability's solution](#)

419.

1900D

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420.

2165C

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Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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421.

2138C2

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Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[PCTprobability's solution](#)

422.

1994E

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423.

1987E

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424.

1943B

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425.

1893C

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426.

1770D

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427.

1726D

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428.

1725C

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429.

1672F1

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430.

1632D

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Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

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431.

1622D

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432.

1610D

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433.

1582E

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434.

1599C

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435.

1558C

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436.

494B

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437.

1416C

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438.

1416B

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439.

1458B

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440.

1010D

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441.

1380D

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442.

1521C

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443.

1454E

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Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
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444.

2170E

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445.

2150C

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446.

2127E

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447.

2029E

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448.

1942D

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449.

1725F

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450.

1628D1

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451.

1626D

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452.

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453.

1606E

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454.

1599H

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455.

1575L

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456.

1560F2

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457.

1555E

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458.

1553E

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459.

1530E

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460.

1525E

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461.

1499D

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462.

2203E

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463.

2170D

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464.

2018D

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465.

1854B

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466.

1776B

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467.

1765F

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468.

1765H

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469.

1627E

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470.

1616E

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471.

1622E

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Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

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472.

1615D

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473.

1575H

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Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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474.

1575G

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Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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475.

1575K

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Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · PyPy 3 (first AC) · Tags: implementation, math

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476.

1580C

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477.

1272F

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478.

1556E

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479.

1559E

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480.

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

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481.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

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482.

1535E

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483.

1515E

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484.

553C

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Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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485.

86D

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Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

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486.

1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[PCTprobability's solution](#)

487.

1461E

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Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

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488.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

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489.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[PCTprobability's solution](#)

490.

1471F

[Strange Housing](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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491.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[PCTprobability's solution](#)

492.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[PCTprobability's solution](#)

493.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[PCTprobability's solution](#)

494.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[PCTprobability's solution](#)

495.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[PCTprobability's solution](#)

496.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[PCTprobability's solution](#)

497.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[PCTprobability's solution](#)

498.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[PCTprobability's solution](#)

499.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[PCTprobability's solution](#)

500.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[PCTprobability's solution](#)

501.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities

[PCTprobability's solution](#)

502.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[PCTprobability's solution](#)

503.

1575B

[Building an Amusement Park · Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[PCTprobability's solution](#)

504.

1575I

[Illusions of the Desert · Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[PCTprobability's solution](#)

505.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[PCTprobability's solution](#)

506.

512C

[Fox And Dinner · Tutorial](#)

Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[PCTprobability's solution](#)

507.

1552E

[Colors and Intervals · Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[PCTprobability's solution](#)

508.

1553F

[Pairwise Modulo · Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[PCTprobability's solution](#)

509.

1148E

[Earth Wind and Fire · Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[PCTprobability's solution](#)

510.

1550D

[Excellent Arrays · Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[PCTprobability's solution](#)

511.

1380E

[Merging Towers · Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[PCTprobability's solution](#)

512.

1465E

[Poman Numbers](#) · [Tutorial](#)

Quality: 2300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[PCTprobability's solution](#)

513.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[PCTprobability's solution](#)

514.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[PCTprobability's solution](#)

515.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[PCTprobability's solution](#)

516.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[PCTprobability's solution](#)

517.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[PCTprobability's solution](#)

518.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[PCTprobability's solution](#)

519.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[PCTprobability's solution](#)

520.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[PCTprobability's solution](#)

521.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[PCTprobability's solution](#)

522.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[PCTprobability's solution](#)

523.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[PCTprobability's solution](#)

524.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[PCTprobability's solution](#)

525.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[PCTprobability's solution](#)

526.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[PCTprobability's solution](#)

527.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[PCTprobability's solution](#)

528.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[PCTprobability's solution](#)

529.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[PCTprobability's solution](#)

530.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[PCTprobability's solution](#)

531.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[PCTprobability's solution](#)

532.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[PCTprobability's solution](#)

533.

1542E1

[Abnormal Permutation Pairs \(easy version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[PCTprobability's solution](#)

534.

1499E

[Chaotic Merge · Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[PCTprobability's solution](#)

535.

1106F

[Lunar New Year and a Recursive Sequence · Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[PCTprobability's solution](#)

536.

1469E

[A Bit Similar · Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[PCTprobability's solution](#)

537.

2211E

[Minimum Path Cover · Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[PCTprobability's solution](#)

538.

2201D

[Binary Not Search and Queries · Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[PCTprobability's solution](#)

539.

2190D

[Prufer Vertex · Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[PCTprobability's solution](#)

540.

2165D

[Path Split · Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[PCTprobability's solution](#)

541.

2125E

[Sets of Complementary Sums · Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[PCTprobability's solution](#)

542.

2029F

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

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

543.

2035F

[Tree Operations](#) · [Tutorial](#)

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

544.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[PCTprobability's solution](#)

545.

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp
[PCTprobability's solution](#)

546.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[PCTprobability's solution](#)

547.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[PCTprobability's solution](#)

548.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees
[PCTprobability's solution](#)

549.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[PCTprobability's solution](#)

550.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[PCTprobability's solution](#)

551.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[PCTprobability's solution](#)

552.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[PCTprobability's solution](#)

553.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[PCTprobability's solution](#)

554.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[PCTprobability's solution](#)

555.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[PCTprobability's solution](#)

556.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[PCTprobability's solution](#)

557.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[PCTprobability's solution](#)

558.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[PCTprobability's solution](#)

559.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[PCTprobability's solution](#)

560.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[PCTprobability's solution](#)

561.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[PCTprobability's solution](#)

562.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[PCTprobability's solution](#)

563.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[PCTprobability's solution](#)

564.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[PCTprobability's solution](#)

565.

536C

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

Rating: 2600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[PCTprobability's solution](#)

566.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[PCTprobability's solution](#)

567.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[PCTprobability's solution](#)

568.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[PCTprobability's solution](#)

569.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[PCTprobability's solution](#)

570.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[PCTprobability's solution](#)

571.

1942F

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

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[PCTprobability's solution](#)

572.

1916H2

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

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[PCTprobability's solution](#)

573.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[PCTprobability's solution](#)

574.

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[PCTprobability's solution](#)

575.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[PCTprobability's solution](#)

576.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[PCTprobability's solution](#)

577.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[PCTprobability's solution](#)

578.

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[PCTprobability's solution](#)

579.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[PCTprobability's solution](#)

580.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[PCTprobability's solution](#)

581.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[PCTprobability's solution](#)

582.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[PCTprobability's solution](#)

583.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[PCTprobability's solution](#)

584.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[PCTprobability's solution](#)

585.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[PCTprobability's solution](#)

586.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[PCTprobability's solution](#)

587.

1286C2

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

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591.

1916F

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593.

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1622F

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595.

1575F

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596.

512D

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597.

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598.

2125F

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599.

2029G

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600.

2018F2

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601.

1854E

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602.

1707D

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603.

2147G

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604.

2127H

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605.

2018F3

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606.

1770F

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607.

536E

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608.

2190E

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609.

1672G

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610.

2122G

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611.

1726G

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612.

1010F

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613.

1687F

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614.

1479E

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615.

2222G

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616.

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617.

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618.

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619.

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620.

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621.

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622.

1812J

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623.

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