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Unique solved — Serval

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 744

1.

2217A

[The Equalizer](#) · [Tutorial](#)

Quality: 21,835 global accepts · Rating: 800 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Serval's solution](#)

2.

2218C

[The 67th Permutation Problem](#) · [Tutorial](#)

Quality: 26,488 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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3.

2218B

[The 67th 6-7 Integer Problem](#) · [Tutorial](#)

Quality: 33,736 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: greedy, math

[Serval's solution](#)

4.

2218A

[The 67th Integer Problem](#) · [Tutorial](#)

Quality: 34,980 global accepts · Rating: 800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: brute force, games, implementation, math

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5.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,176 global accepts · Rating: 800 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: implementation, math

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6.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · Rust 2024 (first AC) · Tags: greedy, sortings

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7.

2137A

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

Quality: 35,321 global accepts · Rating: 800 · first AC: 2025-09-07 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[Serval's solution](#)

8.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2025-08-06 · Rust 2021 (first AC) · Tags: dp, greedy

[Serval's solution](#)

9.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,103 global accepts · Rating: 800 · first AC: 2025-08-06 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[Serval's solution](#)

10.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

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11.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Serval's solution](#)

12.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

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13.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: implementation, math, strings

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14.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Serval's solution](#)

15.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

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16.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings

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17.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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18.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,191 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

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19.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[Serval's solution](#)

20.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,814 global accepts · Rating: 800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation

[Serval's solution](#)

21.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Serval's solution](#)

22.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,441 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Serval's solution](#)

23.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Serval's solution](#)

24.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Serval's solution](#)

25.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Serval's solution](#)

26.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Serval's solution](#)

27.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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28.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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29.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Serval's solution](#)

30.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[Serval's solution](#)

31.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

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32.

1783A

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

Quality: 48,758 global accepts · Rating: 800 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, sortings

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33.

1768A

[Greatest Convex](#) · [Tutorial](#)

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[Serval's solution](#)

34.

1731A

[Joey Takes Money](#) · [Tutorial](#)

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35.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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36.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[Serval's solution](#)

37.

1747A

[Two Groups](#) · [Tutorial](#)

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38.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Serval's solution](#)

39.

1736A

[Make A Equal to B](#) · [Tutorial](#)

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[Serval's solution](#)

40.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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41.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Serval's solution](#)

42.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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43.

1728A

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Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Serval's solution](#)

44.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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45.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,182 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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46.

1722B

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Quality: 56,466 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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47.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,646 global accepts · Rating: 800 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Serval's solution](#)

48.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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49.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,843 global accepts · Rating: 800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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50.

1703B

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Quality: 66,190 global accepts · Rating: 800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

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51.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,264 global accepts · Rating: 800 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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52.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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53.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

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54.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Serval's solution](#)

55.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Serval's solution](#)

56.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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57.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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58.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Serval's solution](#)

59.

1691A

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Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Serval's solution](#)

60.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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61.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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62.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Serval's solution](#)

63.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Serval's solution](#)

64.

1669C

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Quality: 41,484 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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65.

1669B

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Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

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66.

1669A

[Division? · Tutorial](#)

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67.

1661A

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68.

1665A

[GCD vs LCM · Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Serval's solution](#)

69.

1638A

[Reverse · Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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70.

1637A

[Sorting Parts · Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

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71.

1633A

[Div. 7 · Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Serval's solution](#)

72.

1633B

[Minority · Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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73.

1626A

[Equidistant Letters · Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Serval's solution](#)

74.

1566B

[MIN-MEX Cut · Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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75.

1566A

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Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Serval's solution](#)

76.

1552A

[Subsequence Permutation · Tutorial](#)

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings

[Serval's solution](#)

77.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,364 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math

[Serval's solution](#)

78.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory

[Serval's solution](#)

79.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: bitmasks

[Serval's solution](#)

80.

1400A

[String Similarity](#) · [Tutorial](#)

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

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81.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy

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82.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy

[Serval's solution](#)

83.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Serval's solution](#)

84.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

85.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: math

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86.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[Serval's solution](#)

87.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs

[Serval's solution](#)

88.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation

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89.

932A

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[Serval's solution](#)

90.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Serval's solution](#)

91.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Serval's solution](#)

92.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

93.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · Rust 2024 (first AC) · Tags: constructive algorithms, math, number theory

[Serval's solution](#)

94.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,475 global accepts · Rating: 900 · first AC: 2025-09-07 · Rust 2021 (first AC) · Tags: constructive algorithms, math, number theory

[Serval's solution](#)

95.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Serval's solution](#)

96.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,501 global accepts · Rating: 900 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Serval's solution](#)

97.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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98.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: greedy, math

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99.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Serval's solution](#)

100.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Serval's solution](#)

101.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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102.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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103.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Serval's solution](#)

104.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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105.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Serval's solution](#)

106.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Serval's solution](#)

107.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math

[Serval's solution](#)

108.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: —

[Serval's solution](#)

109.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[Serval's solution](#)

110.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Serval's solution](#)

111.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Serval's solution](#)

112.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[Serval's solution](#)

113.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: greedy, implementation, math

[Serval's solution](#)

114.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[Serval's solution](#)

115.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: implementation, strings

[Serval's solution](#)

116.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Serval's solution](#)

117.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

118.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,085 global accepts · Rating: 1000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Serval's solution](#)

119.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Serval's solution](#)

120.

1969B

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

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[Serval's solution](#)

121.

1859B

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

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Serval's solution](#)

122.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Serval's solution](#)

123.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Serval's solution](#)

124.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Serval's solution](#)

125.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Serval's solution](#)

126.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Serval's solution](#)

127.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[Serval's solution](#)

128.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[Serval's solution](#)

129.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Serval's solution](#)

130.

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Serval's solution](#)

131.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Serval's solution](#)

132.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

133.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

134.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-07 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

135.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,857 global accepts · Rating: 1000 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

136.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-10 · GNU C++11 (first AC) · Tags: implementation, math

[Serval's solution](#)

137.

2218D

[The 67th OEIS Problem](#) · [Tutorial](#)

Quality: 18,455 global accepts · Rating: 1100 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Serval's solution](#)

138.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs

[Serval's solution](#)

139.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,914 global accepts · Rating: 1100 · first AC: 2025-09-07 · Rust 2021 (first AC) · Tags: brute force, greedy, implementation, math

[Serval's solution](#)

140.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2025-08-06 · Rust 2021 (first AC) · Tags: greedy, sortings

[Serval's solution](#)

141.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[Serval's solution](#)

142.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Serval's solution](#)

143.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Serval's solution](#)

144.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings

[Serval's solution](#)

145.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,390 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Serval's solution](#)

146.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Serval's solution](#)

147.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, implementation, math

[Serval's solution](#)

148.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[Serval's solution](#)

149.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Serval's solution](#)

150.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Serval's solution](#)

151.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Serval's solution](#)

152.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings
[Serval's solution](#)

153.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[Serval's solution](#)

154.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Serval's solution](#)

155.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Serval's solution](#)

156.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[Serval's solution](#)

157.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Serval's solution](#)

158.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[Serval's solution](#)

159.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[Serval's solution](#)

160.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[Serval's solution](#)

161.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Serval's solution](#)

162.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[Serval's solution](#)

163.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Serval's solution](#)

164.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[Serval's solution](#)

165.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[Serval's solution](#)

166.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[Serval's solution](#)

167.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++ (first AC) · Tags: brute force, implementation

[Serval's solution](#)

168.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy

[Serval's solution](#)

169.

2218E

[The 67th XOR Problem](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1200 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force

[Serval's solution](#)

170.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-07 · Rust 2021 (first AC) · Tags: constructive algorithms

[Serval's solution](#)

171.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,841 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[Serval's solution](#)

172.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Serval's solution](#)

173.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Serval's solution](#)

174.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Serval's solution](#)

175.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,773 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Serval's solution](#)

176.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[Serval's solution](#)

177.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Serval's solution](#)

178.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: games

[Serval's solution](#)

179.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Serval's solution](#)

180.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Serval's solution](#)

181.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Serval's solution](#)

182.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Serval's solution](#)

183.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[Serval's solution](#)

184.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Serval's solution](#)

185.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Serval's solution](#)

186.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[Serval's solution](#)

187.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[Serval's solution](#)

188.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Serval's solution](#)

189.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Serval's solution](#)

190.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Serval's solution](#)

191.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Serval's solution](#)

192.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory

[Serval's solution](#)

193.

1011B

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

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[Serval's solution](#)

194.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Serval's solution](#)

195.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[Serval's solution](#)

196.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Serval's solution](#)

197.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[Serval's solution](#)

198.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Serval's solution](#)

199.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[Serval's solution](#)

200.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Serval's solution](#)

201.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Serval's solution](#)

202.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Serval's solution](#)

203.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Serval's solution](#)

204.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Serval's solution](#)

205.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Serval's solution](#)

206.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Serval's solution](#)

207.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[Serval's solution](#)

208.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Serval's solution](#)

209.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Serval's solution](#)

210.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Serval's solution](#)

211.

1638C

[Inversion Graph](#) · [Tutorial](#)

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212.

1603A

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213.

1555C

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214.

1555B

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215.

1553B

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216.

1178C

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Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

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217.

1178B

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218.

1119B

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219.

1093C

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220.

1070D

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221.

1063A

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222.

1059B

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223.

1016B

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224.

956A

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[Serval's solution](#)

225.

932B

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226.

653B

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Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings

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227.

2014D

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228.

2000E

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Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

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229.

1847C

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230.

1771B

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231.

1748B

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232.

1749C

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233.

1728C

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234.

1705C

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235.

1696C

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236.

1692G

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237.

1691C

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238.

1682C

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239.

1548A

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240.

1110B

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241.

975C

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242.

934A

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243.

711B

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244.

699B

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245.

2218F

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246.

2155C

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247.

2140C

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248.

2137E

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249.

1997D

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250.

1915F

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251.

1872E

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252.

1857E

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253.

1850G

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254.

1765N

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1765K

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1722G

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257.

1611D

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258.

1675E

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259.

1659C

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1552B

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261.

1487D

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262.

1487C

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263.

1178D

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1119C

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1110C

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1106D

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1106B

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1070H

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1070F

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271.

1012A

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272.

1011C

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273.

908C

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707C

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1843E

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1771C

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1748C

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1722E

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1703G

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284.

1665C

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1537E1

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286.

1633D

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287.

1610C

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1566D2

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290.

1555D

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291.

1148B

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292.

1071A

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1059C

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601A

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956B

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297.

949A

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298.

939D

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299.

939C

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301.

849B

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1969C

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303.

1850H

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1731D

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1731C

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1765D

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1722F

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1709D

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309.

1611E1

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310.

1700C

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311.

1692H

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312.

1661C

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313.

1626C

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314.

1153C

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[Serval's solution](#)

315.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy

[Serval's solution](#)

316.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[Serval's solution](#)

317.

1114C

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

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[Serval's solution](#)

318.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Serval's solution](#)

319.

230D

[Planets](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, graphs, shortest paths

[Serval's solution](#)

320.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[Serval's solution](#)

321.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[Serval's solution](#)

322.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: dp

[Serval's solution](#)

323.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,632 global accepts · Rating: 1800 · first AC: 2026-04-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[Serval's solution](#)

324.

200D

[Programming Language](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1800 · first AC: 2026-03-10 · PyPy 3-64 (first AC) · Tags: binary search, brute force, expression parsing, implementation

[Serval's solution](#)

325.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[Serval's solution](#)

326.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Serval's solution](#)

327.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Serval's solution](#)

328.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Serval's solution](#)

329.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[Serval's solution](#)

330.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,537 global accepts · Rating: 1800 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[Serval's solution](#)

331.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[Serval's solution](#)

332.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Serval's solution](#)

333.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[Serval's solution](#)

334.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[Serval's solution](#)

335.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[Serval's solution](#)

336.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Serval's solution](#)

337.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Serval's solution](#)

338.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[Serval's solution](#)

339.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[Serval's solution](#)

340.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Serval's solution](#)

341.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Serval's solution](#)

342.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Serval's solution](#)

343.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Serval's solution](#)

344.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Serval's solution](#)

345.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Serval's solution](#)

346.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Serval's solution](#)

347.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Serval's solution](#)

348.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Serval's solution](#)

349.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[Serval's solution](#)

350.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[Serval's solution](#)

351.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[Serval's solution](#)

352.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[Serval's solution](#)

353.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Serval's solution](#)

354.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Serval's solution](#)

355.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry

[Serval's solution](#)

356.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: number theory

[Serval's solution](#)

357.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: shortest paths

[Serval's solution](#)

358.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: dp, implementation

[Serval's solution](#)

359.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, flows, math

[Serval's solution](#)

360.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: number theory

[Serval's solution](#)

361.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: binary search, interactive

[Serval's solution](#)

362.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Serval's solution](#)

363.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Serval's solution](#)

364.

2217D

[Flip the Bit \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Serval's solution](#)

365.

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · Rust 2021 (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Serval's solution](#)

366.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,689 global accepts · Rating: 1900 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[Serval's solution](#)

367.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[Serval's solution](#)

368.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Serval's solution](#)

369.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Serval's solution](#)

370.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Serval's solution](#)

371.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Serval's solution](#)

372.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Serval's solution](#)

373.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Serval's solution](#)

374.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Serval's solution](#)

375.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Serval's solution](#)

376.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Serval's solution](#)

377.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Serval's solution](#)

378.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Serval's solution](#)

379.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[Serval's solution](#)

380.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Serval's solution](#)

381.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[Serval's solution](#)

382.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[Serval's solution](#)

383.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Serval's solution](#)

384.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[Serval's solution](#)

385.

96D

[Volleyball](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[Serval's solution](#)

386.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: dp

[Serval's solution](#)

387.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Serval's solution](#)

388.

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2018-04-26 · GNU C++ (first AC) · Tags: *special, implementation

[Serval's solution](#)

389.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[Serval's solution](#)

390.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Serval's solution](#)

391.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-07-08 · GNU C++11 (first AC) · Tags: dp, strings

[Serval's solution](#)

392.

2217E

[Definitely Larger](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, graphs, greedy, sortings

[Serval's solution](#)

393.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Serval's solution](#)

394.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-08 · last AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Serval's solution](#)

395.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Serval's solution](#)

396.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Serval's solution](#)

397.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Serval's solution](#)

398.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[Serval's solution](#)

399.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Serval's solution](#)

400.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Serval's solution](#)

401.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Serval's solution](#)

402.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Serval's solution](#)

403.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Serval's solution](#)

404.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Serval's solution](#)

405.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Serval's solution](#)

406.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Serval's solution](#)

407.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy

[Serval's solution](#)

408.

1053B

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

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[Serval's solution](#)

409.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2018-08-09 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[Serval's solution](#)

410.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[Serval's solution](#)

411.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[Serval's solution](#)

412.

934D

[A Determined Cleanup](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: math

[Serval's solution](#)

413.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2026-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Serval's solution](#)

414.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Serval's solution](#)

415.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Serval's solution](#)

416.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[Serval's solution](#)

417.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

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418.

1671E

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419.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

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420.

1626D

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421.

1510G

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[Serval's solution](#)

422.

1510D

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Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

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423.

1555E

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Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

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424.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: combinatorics, math

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425.

767B

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[Serval's solution](#)

426.

372C

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Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-08-06 · GNU C++ (first AC) · Tags: data structures, dp, math

[Serval's solution](#)

427.

609E

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Quality: 10,273 global accepts · Rating: 2100 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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428.

2209E

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Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

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429.

2155E

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Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · PyPy 3-64 (first AC) · Tags: games, greedy, math

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430.

2137G

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Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · Rust 2021 (first AC) · Tags: dfs and similar, dp, games, graphs

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431.

2014G

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Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

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432.

2000H

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Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Serval's solution](#)

433.

1997E

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Quality: 3,799 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Serval's solution](#)

434.

1736D

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Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

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435.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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436.

1659E

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Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Serval's solution](#)

437.

1428E

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Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Serval's solution](#)

438.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Serval's solution](#)

439.

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[Serval's solution](#)

440.

1551F

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Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Serval's solution](#)

441.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[Serval's solution](#)

442.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[Serval's solution](#)

443.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: dp

[Serval's solution](#)

444.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[Serval's solution](#)

445.

1034B

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Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[Serval's solution](#)

446.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-08-15 · GNU C++ (first AC) · Tags: binary search, data structures

[Serval's solution](#)

447.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2018-08-13 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, dp

[Serval's solution](#)

448.

11D

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Quality: 6,391 global accepts · Rating: 2200 · first AC: 2018-08-09 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[Serval's solution](#)

449.

679B

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Quality: 2,231 global accepts · Rating: 2200 · first AC: 2017-10-20 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[Serval's solution](#)

450.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[Serval's solution](#)

451.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Serval's solution](#)

452.

1843F2

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Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[Serval's solution](#)

453.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

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454.

1705E

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455.

1691E

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Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Serval's solution](#)

456.

1675G

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Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

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457.

1009F

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458.

1654E

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Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[Serval's solution](#)

459.

1610E

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Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Serval's solution](#)

460.

1603C

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Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[Serval's solution](#)

461.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory
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462.

1552E

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Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
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463.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
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464.

788C

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Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
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465.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: flows
[Serval's solution](#)

466.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[Serval's solution](#)

467.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees
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468.

1638E

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Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[Serval's solution](#)

469.

1633E

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Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[Serval's solution](#)

470.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[Serval's solution](#)

471.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-08-03 · last AC: 2021-01-26 · GNU C++ (first AC) · Tags: data structures, dp
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472.

1106F

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Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: math, matrices, number theory
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473.

1107E

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Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: dp
[Serval's solution](#)

474.

932E

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Quality: 3,436 global accepts · Rating: 2400 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
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475.

24D

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Quality: 2,654 global accepts · Rating: 2400 · first AC: 2018-10-09 · last AC: 2018-10-09 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[Serval's solution](#)

476.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2018-08-20 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities
[Serval's solution](#)

477.

21D

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Quality: 1,293 global accepts · Rating: 2400 · first AC: 2018-08-09 · GNU C++ (first AC) · Tags: bitmasks, graph matchings, graphs
[Serval's solution](#)

478.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2018-08-04 · GNU C++ (first AC) · Tags: dp
[Serval's solution](#)

479.

632E

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Quality: 3,551 global accepts · Rating: 2400 · first AC: 2016-08-11 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math
[Serval's solution](#)

480.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2016-02-10 · last AC: 2016-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[Serval's solution](#)

481.

484E

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Quality: 3,032 global accepts · Rating: 2500 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[Serval's solution](#)

482.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Serval's solution](#)

483.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Serval's solution](#)

484.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Serval's solution](#)

485.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[Serval's solution](#)

486.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[Serval's solution](#)

487.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Serval's solution](#)

488.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[Serval's solution](#)

489.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Serval's solution](#)

490.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Serval's solution](#)

491.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[Serval's solution](#)

492.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Serval's solution](#)

493.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2018-08-22 · last AC: 2018-08-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, probabilities

[Serval's solution](#)

494.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2018-08-24 · GNU C++ (first AC) · Tags: dsu, graphs, greedy

[Serval's solution](#)

495.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2018-08-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[Serval's solution](#)

496.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2018-08-21 · GNU C++ (first AC) · Tags: brute force, data structures, implementation

[Serval's solution](#)

497.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2600 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[Serval's solution](#)

498.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Serval's solution](#)

499.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Serval's solution](#)

500.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Serval's solution](#)

501.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[Serval's solution](#)

502.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[Serval's solution](#)

503.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[Serval's solution](#)

504.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[Serval's solution](#)

505.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[Serval's solution](#)

506.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp

[Serval's solution](#)

507.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2018-08-28 · last AC: 2018-08-28 · GNU C++ (first AC) · Tags: bitmasks, math, number theory

[Serval's solution](#)

508.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[Serval's solution](#)

509.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: data structures, dp, geometry

[Serval's solution](#)

510.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[Serval's solution](#)

511.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-10-29 · last AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Serval's solution](#)

512.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Serval's solution](#)

513.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[Serval's solution](#)

514.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Serval's solution](#)

515.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

516.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[Serval's solution](#)

517.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Serval's solution](#)

518.

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: math, matrices, probabilities

[Serval's solution](#)

519.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: fft, math, strings

[Serval's solution](#)

520.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: dp, probabilities

[Serval's solution](#)

521.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2018-08-13 · GNU C++ (first AC) · Tags: bitmasks, dp, math

[Serval's solution](#)

522.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures,

dfs and similar, dsu, graphs, meet-in-the-middle, trees

[Serval's solution](#)

523.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[Serval's solution](#)

524.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2018-03-15 · last AC: 2018-03-15 · GNU C++11 (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Serval's solution](#)

525.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[Serval's solution](#)

526.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-08-17 · GNU C++ (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Serval's solution](#)

527.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2018-08-07 · GNU C++ (first AC) · Tags: dp, graphs, trees

[Serval's solution](#)

528.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Serval's solution](#)

529.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Serval's solution](#)

530.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2018-10-10 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Serval's solution](#)

531.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[Serval's solution](#)

532.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,571 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, strings

[Serval's solution](#)

533.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,546 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, brute force, games, interactive

[Serval's solution](#)

534.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

[Serval's solution](#)

535.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special

[Serval's solution](#)

536.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,821 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[Serval's solution](#)

537.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, graph matchings, implementation

[Serval's solution](#)

538.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[Serval's solution](#)

539.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, geometry

[Serval's solution](#)

540.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, games, interactive

[Serval's solution](#)

541.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, number theory

[Serval's solution](#)

542.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[Serval's solution](#)

543.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

544.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

545.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

546.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

547.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

548.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

549.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation

[Serval's solution](#)

550.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[Serval's solution](#)

551.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, geometry, math

[Serval's solution](#)

552.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, constructive algorithms, math, number theory

[Serval's solution](#)

553.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PHP (first AC) · Tags: *special, expression parsing, strings

[Serval's solution](#)

554.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

555.

104023K

[I Wanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

556.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

557.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

558.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

559.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

560.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

561.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

562.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

563.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

564.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

565.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

566.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

567.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

568.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

569.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

570.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

571.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

572.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

573.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

574.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

575.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

576.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

577.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

578.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · PyPy 3 (first AC) · Tags: —

[Serval's solution](#)

579.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

580.

100917E

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

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

581.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

582.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

583.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

584.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

585.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

586.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

587.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

588.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

589.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

590.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

591.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

592.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

593.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

594.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

595.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

596.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

597.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

598.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · PyPy 3-64 (first AC) · Tags: —

[Serval's solution](#)

599.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

600.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

601.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

602.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

603.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

604.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Serval's solution](#)

605.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search

[Serval's solution](#)

606.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Serval's solution](#)

607.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Serval's solution](#)

608.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Serval's solution](#)

609.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Serval's solution](#)

610.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Serval's solution](#)

611.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Serval's solution](#)

612.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Serval's solution](#)

613.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Serval's solution](#)

614.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Serval's solution](#)

615.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, combinatorics, dp, math

[Serval's solution](#)

616.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation, math

[Serval's solution](#)

617.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · PyPy 3-64 (first AC) · Tags: *special, divide and conquer, implementation, math

[Serval's solution](#)

618.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[Serval's solution](#)

619.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

620.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

621.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

622.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

623.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

624.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

625.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

626.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Serval's solution](#)

627.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

628.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

629.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

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630.

103081C

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631.

103081K

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632.

103081A

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633.

103081E

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634.

103102F

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

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635.

103102D

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636.

103102L

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637.

103102I

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638.

103102M

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639.

103102E

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103102B

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641.

103447H

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642.

103447C

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643.

103447G

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644.

103447D

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645.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

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646.

103447E

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647.

103447B

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648.

103447J

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649.

103260A

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650.

103260J

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651.

103260M

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652.

103438E

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653.

103438C

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654.

103438B

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655.

103438M

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656.

103438L

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657.

103438K

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658.

103438F

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659.

103438J

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661.

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662.

103438N

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663.

102759D

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664.

102759J

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665.

102759A

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

Rating: — · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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102759H

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667.

102759K

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668.

103371K

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669.

103371A

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103371C

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671.

103371H

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672.

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673.

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676.

103443F

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679.

103443B

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680.

103443M

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681.

103443A

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682.

103427C

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683.

103427G

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684.

103427I

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685.

103427M

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686.

103427H

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687.

103427L

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688.

103427B

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689.

103427J

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690.

103427F

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695.

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102500I

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701.

102001K

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702.

102001F

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703.

102001H

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704.

102001G

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705.

102001J

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706.

102001D

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707.

102001L

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708.

102001A

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709.

102001I

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710.

102992I

[Interested in Skiing](#) · [Tutorial](#)

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711.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

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712.

102992H

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713.

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714.

102992M

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715.

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716.

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102992K

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718.

101612F

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719.

101612H

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720.

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721.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

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722.

101612C

[Consonant Fency](#) · [Tutorial](#)

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723.

101612K

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724.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

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725.

101612L

[Little Difference](#) · [Tutorial](#)

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726.

101612A

[Auxiliary Project](#) · [Tutorial](#)

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[Serval's solution](#)

727.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

728.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

729.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serval's solution](#)

730.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serval's solution](#)

731.

103069A

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

Rating: — · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serval's solution](#)

732.

103069L

[Square](#) · [Tutorial](#)

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733.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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734.

100520C

[Catalian Sequences](#) · [Tutorial](#)

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[Serval's solution](#)

735.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

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736.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

737.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

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738.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[Serval's solution](#)

739.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Serval's solution](#)

740.

103145F

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · last AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Serval's solution](#)

741.

100553D

[Damage Assessment](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: —

[Serval's solution](#)

742.

100803H

[Cornering at Poles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: —

[Serval's solution](#)

743.

102154C

[Quick sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-30 · last AC: 2019-03-30 · GNU C++11 (first AC) · Tags: —

[Serval's solution](#)

744.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: —

[Serval's solution](#)