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93.

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96.

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785A

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106.

520A

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107.

110A

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108.

734A

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109.

59A

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110.

41A

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111.

339A

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112.

236A

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113.

281A

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114.

282A

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115.

231A

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116.

50A

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117.

71A

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118.

4A

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119.

1951A

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120.

1807D

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121.

1296B

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122.

1650B

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123.

1612B

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124.

1584C

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125.

1445B

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126.

1475B

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127.

1475A

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128.

1467A

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129.

1427A

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130.

1106C

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[a.stepanov281005's solution](#)

131.

1330A

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132.

1324A

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133.

1283B

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134.

1272A

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135.

1225A

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136.

1238A

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137.

1213A

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138.

1204B

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139.

1206B

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140.

1201A

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141.

1187A

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142.

1183B

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143.

160A

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144.

133A

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145.

405A

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146.

913A

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147.

460A

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451A

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149.

556A

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150.

1916B

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151.

1804B

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152.

1676D

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153.

1611C

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154.

1584B

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155.

1566C

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156.

1506C

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157.

1469B

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158.

1469A

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159.

1438B

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160.

1084A

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161.

1418A

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162.

1259A

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163.

1265A

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164.

1256A

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165.

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166.

1257B

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167.

1225B1

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168.

1223B

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169.

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170.

1204A

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171.

1203A

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172.

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173.

131A

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174.

69A

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175.

122A

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176.

1A

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177.

761A

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178.

659A

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180.

515A

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181.

742A

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182.

124A

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476A

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184.

268B

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185.

584A

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186.

479A

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187.

43A

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188.

118A

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189.

1862C

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190.

706B

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191.

1676E

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192.

1706B

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193.

1700B

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194.

1602B

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195.

1506B

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196.

433A

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197.

1463A

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198.

1413B

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199.

1428C

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200.

1407A

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201.

1366A

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202.

1401B

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203.

1327A

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204.

1165A

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205.

1227A

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206.

1213B

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207.

1189B

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208.

1105A

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Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-22 · Python 3 (first AC) · Tags: brute force, implementation
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209.

158B

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210.

270A

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211.

1922B

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212.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
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213.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[a.stepanov281005's solution](#)

214.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1200 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++20 (GCC 11-64) (first AC) · Tags: sortings
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215.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
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216.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[a.stepanov281005's solution](#)

217.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

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218.

1497C1

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

Quality: 29,225 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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219.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,351 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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220.

1491B

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Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[a.stepanov281005's solution](#)

221.

1487B

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Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[a.stepanov281005's solution](#)

222.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · MS C++ 2017 (first AC) · Tags: graphs, implementation

[a.stepanov281005's solution](#)

223.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[a.stepanov281005's solution](#)

224.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[a.stepanov281005's solution](#)

225.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[a.stepanov281005's solution](#)

226.

1259B

[Make Them Odd](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-14 · MS C++ 2017 (first AC) · Tags: greedy, number theory

[a.stepanov281005's solution](#)

227.

1272C

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

Quality: 30,738 global accepts · Rating: 1200 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, implementation
[a.stepanov281005's solution](#)

228.

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[a.stepanov281005's solution](#)

229.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · MS C++ 2017 (first AC) · Tags: constructive algorithms

[a.stepanov281005's solution](#)

230.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · MS C++ 2017 (first AC) · Tags: math

[a.stepanov281005's solution](#)

231.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[a.stepanov281005's solution](#)

232.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[a.stepanov281005's solution](#)

233.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · MS C++ 2017 (first AC) · Tags: greedy, math

[a.stepanov281005's solution](#)

234.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,844 global accepts · Rating: 1200 · first AC: 2019-01-22 · Python 3 (first AC) · Tags: data structures, implementation, math

[a.stepanov281005's solution](#)

235.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,181 global accepts · Rating: 1200 · first AC: 2018-09-01 · Python 3 (first AC) · Tags: binary search, implementation, math, sortings

[a.stepanov281005's solution](#)

236.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[a.stepanov281005's solution](#)

237.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[a.stepanov281005's solution](#)

238.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[a.stepanov281005's solution](#)

239.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,000 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[a.stepanov281005's solution](#)

240.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[a.stepanov281005's solution](#)

241.

1650D

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

Quality: 14,690 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[a.stepanov281005's solution](#)

242.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,804 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[a.stepanov281005's solution](#)

243.

1602C

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

Rating: 1300 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory
[a.stepanov281005's solution](#)

244.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[a.stepanov281005's solution](#)

245.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[a.stepanov281005's solution](#)

246.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,952 global accepts · Rating: 1300 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[a.stepanov281005's solution](#)

247.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[a.stepanov281005's solution](#)

248.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,898 global accepts · Rating: 1300 · first AC: 2019-10-11 · MS C++ 2017 (first AC) · Tags: greedy, sortings
[a.stepanov281005's solution](#)

249.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[a.stepanov281005's solution](#)

250.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · MS C++ 2017 (first AC) · Tags: combinatorics, greedy, math
[a.stepanov281005's solution](#)

251.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · MS C++ 2017 (first AC) · Tags: dp, strings
[a.stepanov281005's solution](#)

252.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,873 global accepts · Rating: 1300 · first AC: 2018-09-10 · Python 3 (first AC) · Tags: brute force
[a.stepanov281005's solution](#)

253.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[a.stepanov281005's solution](#)

254.

279B

[Books](#) · [Tutorial](#)

Quality: 72,412 global accepts · Rating: 1400 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, two pointers
[a.stepanov281005's solution](#)

255.

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-07 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[a.stepanov281005's solution](#)

256.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[a.stepanov281005's solution](#)

257.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[a.stepanov281005's solution](#)

258.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[a.stepanov281005's solution](#)

259.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[a.stepanov281005's solution](#)

260.

1506D

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

Quality: 25,533 global accepts · Rating: 1400 · first AC: 2021-03-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy

[a.stepanov281005's solution](#)

261.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[a.stepanov281005's solution](#)

262.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[a.stepanov281005's solution](#)

263.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[a.stepanov281005's solution](#)

264.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[a.stepanov281005's solution](#)

265.

1259C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · MS C++ 2017 (first AC) · Tags: greedy

[a.stepanov281005's solution](#)

266.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · MS C++ 2017 (first AC) · Tags: data structures, dp, implementation, math

[a.stepanov281005's solution](#)

267.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[a.stepanov281005's solution](#)

268.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[a.stepanov281005's solution](#)

269.

103994I

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

Rating: 1500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

270.

1676H2

[Maximum Crossings \(Hard Version\) · Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[a.stepanov281005's solution](#)

271.

1646C

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

Quality: 19,513 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[a.stepanov281005's solution](#)

272.

1611D

[Weights Assignment For Tree Edges · Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[a.stepanov281005's solution](#)

273.

1546C

[AquaMoon and Strange Sort · Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[a.stepanov281005's solution](#)

274.

1547E

[Air Conditioners · Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[a.stepanov281005's solution](#)

275.

1506E

[Restoring the Permutation · Tutorial](#)

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[a.stepanov281005's solution](#)

276.

1445C

[Division · Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · MS C++ 2017 (first AC) · Tags: math, number theory

[a.stepanov281005's solution](#)

277.

1482B

[Restore Modulo · Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · MS C++ 2017 (first AC) · Tags: implementation, math

[a.stepanov281005's solution](#)

278.

1487C

[Minimum Ties · Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[a.stepanov281005's solution](#)

279.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[a.stepanov281005's solution](#)

280.

1106D

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

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[a.stepanov281005's solution](#)

281.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,659 global accepts · Rating: 1500 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[a.stepanov281005's solution](#)

282.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[a.stepanov281005's solution](#)

283.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[a.stepanov281005's solution](#)

284.

1283C

[Friends and Gifts](#) · [Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, math

[a.stepanov281005's solution](#)

285.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: brute force, dp

[a.stepanov281005's solution](#)

286.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[a.stepanov281005's solution](#)

287.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · MS C++ 2017 (first AC) · Tags: greedy, math

[a.stepanov281005's solution](#)

288.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-07-05 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[a.stepanov281005's solution](#)

289.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[a.stepanov281005's solution](#)

290.

1722E

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

Quality: 13,366 global accepts · Rating: 1600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[a.stepanov281005's solution](#)

291.

103994D

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

Rating: 1600 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

292.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[a.stepanov281005's solution](#)

293.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,692 global accepts · Rating: 1600 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[a.stepanov281005's solution](#)

294.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,262 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[a.stepanov281005's solution](#)

295.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[a.stepanov281005's solution](#)

296.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[a.stepanov281005's solution](#)

297.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[a.stepanov281005's solution](#)

298.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[a.stepanov281005's solution](#)

299.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[a.stepanov281005's solution](#)

300.

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[a.stepanov281005's solution](#)

301.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · MS C++ 2017 (first AC) · Tags: greedy

[a.stepanov281005's solution](#)

302.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · MS C++ 2017 (first AC) · Tags: data structures, greedy

[a.stepanov281005's solution](#)

303.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, math

[a.stepanov281005's solution](#)

304.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[a.stepanov281005's solution](#)

305.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[a.stepanov281005's solution](#)

306.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[a.stepanov281005's solution](#)

307.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[a.stepanov281005's solution](#)

308.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · last AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[a.stepanov281005's solution](#)

309.

1706D1

[Chopping Carrots \(Easy Version\) · Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[a.stepanov281005's solution](#)

310.

1700C

[Helping the Nature · Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[a.stepanov281005's solution](#)

311.

960C

[Subsequence Counting · Tutorial](#)

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

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312.

1619E

[MEX and Increments · Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[a.stepanov281005's solution](#)

313.

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

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314.

1497E1

[Square-Free Division \(easy version\) · Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[a.stepanov281005's solution](#)

315.

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[a.stepanov281005's solution](#)

316.

1467B

[Hills And Valleys · Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[a.stepanov281005's solution](#)

317.

1469D

[Ceil Divisions · Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[a.stepanov281005's solution](#)

318.

1413D

[Shurikens · Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation

[a.stepanov281005's solution](#)

319.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[a.stepanov281005's solution](#)

320.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[a.stepanov281005's solution](#)

321.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[a.stepanov281005's solution](#)

322.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[a.stepanov281005's solution](#)

323.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[a.stepanov281005's solution](#)

324.

952D

[I'm Feeling Lucky!](#) · [Tutorial](#)

Quality: 2,566 global accepts · Rating: 1800 · first AC: 2021-07-09 · PyPy 3 (first AC) · Tags: *special, probabilities

[a.stepanov281005's solution](#)

325.

1475D

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

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[a.stepanov281005's solution](#)

326.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[a.stepanov281005's solution](#)

327.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[a.stepanov281005's solution](#)

328.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[a.stepanov281005's solution](#)

329.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[a.stepanov281005's solution](#)

330.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-29 · last AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[a.stepanov281005's solution](#)

331.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2020-08-27 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation

[a.stepanov281005's solution](#)

332.

1330C

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[a.stepanov281005's solution](#)

333.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: graphs, greedy, shortest paths

[a.stepanov281005's solution](#)

334.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[a.stepanov281005's solution](#)

335.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · last AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[a.stepanov281005's solution](#)

336.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[a.stepanov281005's solution](#)

337.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[a.stepanov281005's solution](#)

338.

1611E2

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[a.stepanov281005's solution](#)

339.

1546D

[AquaMoon and Chess](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[a.stepanov281005's solution](#)

340.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[a.stepanov281005's solution](#)

341.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · MS C++ 2017 (first AC) · Tags: combinatorics, math, sortings

[a.stepanov281005's solution](#)

342.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · MS C++ 2017 (first AC) · Tags: data structures, dsu, implementation, shortest paths

[a.stepanov281005's solution](#)

343.

1467C

[Three Bags](#) · [Tutorial](#)

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

[a.stepanov281005's solution](#)

344.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

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345.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation

[a.stepanov281005's solution](#)

346.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[a.stepanov281005's solution](#)

347.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2020-06-11 · MS C++ 2017 (first AC) · Tags: greedy, sortings

[a.stepanov281005's solution](#)

348.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · MS C++ 2017 (first AC) · Tags: bitmasks, interactive, math

[a.stepanov281005's solution](#)

349.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[a.stepanov281005's solution](#)

350.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[a.stepanov281005's solution](#)

351.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[a.stepanov281005's solution](#)

352.

1632D

[New Year Concert](#) · [Tutorial](#)

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

[a.stepanov281005's solution](#)

353.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[a.stepanov281005's solution](#)

354.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · MS C++ 2017 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[a.stepanov281005's solution](#)

355.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[a.stepanov281005's solution](#)

356.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · MS C++ 2017 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[a.stepanov281005's solution](#)

357.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[a.stepanov281005's solution](#)

358.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[a.stepanov281005's solution](#)

359.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,568 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[a.stepanov281005's solution](#)

360.

1652D

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

Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory, trees

[a.stepanov281005's solution](#)

361.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[a.stepanov281005's solution](#)

362.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dp, greedy

[a.stepanov281005's solution](#)

363.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · MS C++ 2017 (first AC) · Tags: greedy, math, ternary search

[a.stepanov281005's solution](#)

364.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[a.stepanov281005's solution](#)

365.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[a.stepanov281005's solution](#)

366.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[a.stepanov281005's solution](#)

367.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[a.stepanov281005's solution](#)

368.

1916E

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

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

[a.stepanov281005's solution](#)

369.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[a.stepanov281005's solution](#)

370.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[a.stepanov281005's solution](#)

371.

1625D

[Binary Spiders](#) · [Tutorial](#)

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

[a.stepanov281005's solution](#)

372.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy

[a.stepanov281005's solution](#)

373.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[a.stepanov281005's solution](#)

374.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[a.stepanov281005's solution](#)

375.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-18 · last AC: 2024-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[a.stepanov281005's solution](#)

376.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[a.stepanov281005's solution](#)

377.

1041552

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Rating: — · first AC: 2024-08-15 · last AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: —

[a.stepanov281005's solution](#)

378.

1812J

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

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[a.stepanov281005's solution](#)

379.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings

[a.stepanov281005's solution](#)

380.

104221A

[B 0DD8Dò 8 Cò>CDADt5D" :C @C =CD0D,,5C•](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

381.

100003J

[B T00Ä&C](#)

Rating: — · first AC: 2022-11-29 · PyPy 3-64 (first AC) · Tags: —

[a.stepanov281005's solution](#)

382.

103994G

[Split sort · Tutorial](#)

Rating: — · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

383.

103994J

[A@Dä<CäCC4>C`LCÔ>CR 4CT@CT2Cä](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

384.

103994H

[A T0D,5CÔ:C€](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

385.

103994K

[AÖ5DäD BC,,@D49](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

386.

103994B

[A`QD,0C, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

387.

103994E

[B T0CÄ&D BCäOD\\$5C`LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[a.stepanov281005's solution](#)

388.

102747C

[B 50Ä&CÔB Ct0C >D 0](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[a.stepanov281005's solution](#)

389.

102747B

[Aö@Cä6CT:D\\$>D 0](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[a.stepanov281005's solution](#)

390.

102747A

[A 5D\\$C,,ADt8D ;CT=C,,5](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[a.stepanov281005's solution](#)

391.

101853H

[Cube · Tutorial](#)

Rating: — · first AC: 2018-09-07 · Python 3 (first AC) · Tags: —
[a.stepanov281005's solution](#)