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Unique solved — amin2022

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1.

2204B

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2.

2204A

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3.

271A

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4.

959A

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5.

4A

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6.

2158A

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7.

2166A

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8.

1926A

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9.

630A

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1971A

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11.

1703A

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12.

2003B

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13.

2003A

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14.

1942A

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15.

1891A

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16.

1870A

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17.

1837A

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18.

1823A

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1797A

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20.

1789B

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21.

1789A

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22.

1743B

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23.

1743A

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24.

1736A

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25.

1720B

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26.

1719B

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1719A

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28.

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29.

1714B

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30.

1704A

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1697A

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32.

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33.

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35.

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37.

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38.

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41.

1604A

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42.

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43.

1579A

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44.

1574A

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45.

1573A

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46.

1566B

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47.

1566A

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48.

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1433B

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50.

1556A

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51.

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53.

1562A

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54.

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1549A

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56.

1554A

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57.

1530A

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58.

1546A

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1541A

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60.

1539B

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61.

1537A

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62.

1525A

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1519A

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1509A

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1513A

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1504A

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69.

1398B

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70.

1343B

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1498A

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1492A

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74.

1491A

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75.

1391B

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76.

1480A

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77.

1481A

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78.

1466B

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79.

1466A

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80.

1462B

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82.

1450A

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83.

1453A

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84.

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85.

1454B

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86.

1454A

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87.

1451A

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88.

1443A

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89.

1437A

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90.

1436A

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91.

791A

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92.

822A

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93.

1353B

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94.

1303A

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95.

1360B

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96.

1385B

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98.

32B

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99.

1367B

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100.

255A

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101.

492A

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102.

344A

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103.

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104.

1041A

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105.

1328A

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106.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[amin2022's solution](#)

107.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[amin2022's solution](#)

108.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

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109.

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,170 global accepts · Rating: 800 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[amin2022's solution](#)

110.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dp, implementation, math
[amin2022's solution](#)

111.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: implementation, math
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112.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: implementation, math
[amin2022's solution](#)

113.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: math
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114.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: brute force
[amin2022's solution](#)

115.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[amin2022's solution](#)

116.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: implementation, strings
[amin2022's solution](#)

117.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force
[amin2022's solution](#)

118.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: greedy, strings
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119.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

120.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: greedy, math
[amin2022's solution](#)

121.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2020-02-20 · GNU C++11 (first AC) · Tags: games, math
[amin2022's solution](#)

122.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: sortings
[amin2022's solution](#)

123.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation
[amin2022's solution](#)

124.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[amin2022's solution](#)

125.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[amin2022's solution](#)

126.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,032 global accepts · Rating: 800 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[amin2022's solution](#)

127.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

128.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

129.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: math
[amin2022's solution](#)

130.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,305 global accepts · Rating: 800 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: math

[amin2022's solution](#)

131.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: brute force, dp

[amin2022's solution](#)

132.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: math

[amin2022's solution](#)

133.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2020-02-04 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

134.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: math

[amin2022's solution](#)

135.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,796 global accepts · Rating: 800 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: implementation, math

[amin2022's solution](#)

136.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

137.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2020-01-25 · last AC: 2020-01-25 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[amin2022's solution](#)

138.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,812 global accepts · Rating: 800 · first AC: 2020-01-22 · last AC: 2020-01-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[amin2022's solution](#)

139.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,237 global accepts · Rating: 800 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[amin2022's solution](#)

140.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

141.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,099 global accepts · Rating: 800 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[amin2022's solution](#)

142.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,959 global accepts · Rating: 800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

143.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: dp, greedy
[amin2022's solution](#)

144.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

145.

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

146.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

147.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,031 global accepts · Rating: 800 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[amin2022's solution](#)

148.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,596 global accepts · Rating: 800 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

149.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,795 global accepts · Rating: 800 · first AC: 2019-12-19 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

150.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,132 global accepts · Rating: 800 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation
[amin2022's solution](#)

151.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2019-12-16 · GNU C++11 (first AC) · Tags: math
[amin2022's solution](#)

152.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

implementation, math

[amin2022's solution](#)

153.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,974 global accepts · Rating: 800 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: implementation, strings

[amin2022's solution](#)

154.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,731 global accepts · Rating: 800 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[amin2022's solution](#)

155.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,436 global accepts · Rating: 800 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

156.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[amin2022's solution](#)

157.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,971 global accepts · Rating: 800 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: implementation, math

[amin2022's solution](#)

158.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,554 global accepts · Rating: 800 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: implementation, strings

[amin2022's solution](#)

159.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,512 global accepts · Rating: 800 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[amin2022's solution](#)

160.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,083 global accepts · Rating: 800 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[amin2022's solution](#)

161.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,949 global accepts · Rating: 800 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

162.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,497 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

163.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,574 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: implementation, strings
[amin2022's solution](#)

164.

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,170 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: implementation, math
[amin2022's solution](#)

165.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,678 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: brute force
[amin2022's solution](#)

166.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

167.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,559 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

168.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,972 global accepts · Rating: 800 · first AC: 2019-12-02 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

169.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,675 global accepts · Rating: 800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

170.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,835 global accepts · Rating: 800 · first AC: 2019-12-01 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

171.

268A

[Games](#) · [Tutorial](#)

Quality: 104,228 global accepts · Rating: 800 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: brute force
[amin2022's solution](#)

172.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,537 global accepts · Rating: 800 · first AC: 2019-11-20 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

173.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

174.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[amin2022's solution](#)

175.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,493 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation, strings
[amin2022's solution](#)

176.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,445 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: implementation, math
[amin2022's solution](#)

177.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,109 global accepts · Rating: 800 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths
[amin2022's solution](#)

178.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: brute force
[amin2022's solution](#)

179.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,537 global accepts · Rating: 800 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

180.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,259 global accepts · Rating: 800 · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[amin2022's solution](#)

181.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

182.

59A

[Word](#) · [Tutorial](#)

Quality: 227,991 global accepts · Rating: 800 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: implementation, strings
[amin2022's solution](#)

183.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,073 global accepts · Rating: 800 · first AC: 2019-08-24 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

184.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,624 global accepts · Rating: 800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

185.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,050 global accepts · Rating: 800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: implementation, strings

[amin2022's solution](#)

186.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,426 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings
[amin2022's solution](#)

187.

112A

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

Quality: 287,311 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: implementation, strings
[amin2022's solution](#)

188.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,378 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: implementation
[amin2022's solution](#)

189.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,792 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: greedy, math
[amin2022's solution](#)

190.

231A

[Team](#) · [Tutorial](#)

Quality: 430,360 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, greedy
[amin2022's solution](#)

191.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,103 global accepts · Rating: 800 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[amin2022's solution](#)

192.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,547 global accepts · Rating: 800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: *special, implementation
[amin2022's solution](#)

193.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,197 global accepts · Rating: 800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: math
[amin2022's solution](#)

194.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,373 global accepts · Rating: 800 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: strings
[amin2022's solution](#)

195.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2020-06-04 · last AC: 2026-02-27 · GNU C++11 (first AC) · Tags: math
[amin2022's solution](#)

196.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[amin2022's solution](#)

197.

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[amin2022's solution](#)

198.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[amin2022's solution](#)

199.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[amin2022's solution](#)

200.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[amin2022's solution](#)

201.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[amin2022's solution](#)

202.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[amin2022's solution](#)

203.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[amin2022's solution](#)

204.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[amin2022's solution](#)

205.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[amin2022's solution](#)

206.

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

[amin2022's solution](#)

207.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[amin2022's solution](#)

208.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, interactive
[amin2022's solution](#)

209.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[amin2022's solution](#)

210.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[amin2022's solution](#)

211.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,323 global accepts · Rating: 900 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[amin2022's solution](#)

212.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[amin2022's solution](#)

213.

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[amin2022's solution](#)

214.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[amin2022's solution](#)

215.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[amin2022's solution](#)

216.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,451 global accepts · Rating: 900 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[amin2022's solution](#)

217.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings
[amin2022's solution](#)

218.

1436B

[Prime Square](#) · [Tutorial](#)

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219.

1337B

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220.

1296B

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221.

1335B

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222.

1374B

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977B

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224.

1326B

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225.

313A

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226.

1272A

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1183B

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228.

1283B

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229.

1204B

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1238A

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580A

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320A

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34B

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567A

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439A

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588A

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242.

149A

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474A

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460A

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247.

208A

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248.

337A

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249.

1213A

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250.

133A

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122A

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1837C

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1713B

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1704B

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257.

1671B

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1614B

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264.

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1359A

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1476A

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1469A

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1450B

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43A

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276.

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441A

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476A

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336A

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237A

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479A

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294.

499B

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500A

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339B

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69A

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58A

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301.

1891B

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1942B

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1743C

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1682B

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1604B

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312.

1574B

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313.

1566D1

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1360C

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315.

1509B

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1409B

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317.

1342B

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318.

1481B

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319.

1455C

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1345B

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1333B

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322.

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323.

1324B

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324.

651A

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325.

368B

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326.

478A

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327.

313B

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Quality: 54,513 global accepts · Rating: 1100 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: dp, implementation

[amin2022's solution](#)

328.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-12-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[amin2022's solution](#)

329.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,830 global accepts · Rating: 1100 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[amin2022's solution](#)

330.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: implementation, math

[amin2022's solution](#)

331.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,095 global accepts · Rating: 1100 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: brute force, dp

[amin2022's solution](#)

332.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,713 global accepts · Rating: 1100 · first AC: 2019-11-04 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[amin2022's solution](#)

333.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: *special, greedy, implementation

[amin2022's solution](#)

334.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[amin2022's solution](#)

335.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2019-12-23 · last AC: 2024-10-31 · GNU C++11 (first AC) · Tags: binary search, implementation

[amin2022's solution](#)

336.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[amin2022's solution](#)

337.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[amin2022's solution](#)

338.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[amin2022's solution](#)

339.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[amin2022's solution](#)

340.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[amin2022's solution](#)

341.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[amin2022's solution](#)

342.

1674D

[A-B-C Sort](#) · [Tutorial](#)

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

[amin2022's solution](#)

343.

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

[amin2022's solution](#)

344.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[amin2022's solution](#)

345.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[amin2022's solution](#)

346.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[amin2022's solution](#)

347.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[amin2022's solution](#)

348.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[amin2022's solution](#)

349.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[amin2022's solution](#)

350.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[amin2022's solution](#)

351.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[amin2022's solution](#)

352.

1546B

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

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

[amin2022's solution](#)

353.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[amin2022's solution](#)

354.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-19 · last AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amin2022's solution](#)

355.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amin2022's solution](#)

356.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[amin2022's solution](#)

357.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[amin2022's solution](#)

358.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[amin2022's solution](#)

359.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[amin2022's solution](#)

360.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[amin2022's solution](#)

361.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[amin2022's solution](#)

362.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: binary search, math

[amin2022's solution](#)

363.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: sortings

[amin2022's solution](#)

364.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,340 global accepts · Rating: 1200 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[amin2022's solution](#)

365.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2019-12-25 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[amin2022's solution](#)

366.

492B

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

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2019-12-22 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[amin2022's solution](#)

367.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2019-12-08 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

368.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,890 global accepts · Rating: 1300 · first AC: 2025-02-01 · last AC: 2026-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[amin2022's solution](#)

369.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2019-11-10 · last AC: 2024-11-02 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation

[amin2022's solution](#)

370.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[amin2022's solution](#)

371.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[amin2022's solution](#)

372.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[amin2022's solution](#)

373.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[amin2022's solution](#)

374.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[amin2022's solution](#)

375.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[amin2022's solution](#)

376.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[amin2022's solution](#)

377.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[amin2022's solution](#)

378.

755C

[PolandBall and Forest](#) · [Tutorial](#)

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[amin2022's solution](#)

379.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[amin2022's solution](#)

380.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[amin2022's solution](#)

381.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[amin2022's solution](#)

382.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[amin2022's solution](#)

383.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[amin2022's solution](#)

384.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[amin2022's solution](#)

385.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[amin2022's solution](#)

386.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[amin2022's solution](#)

387.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, math, sortings

[amin2022's solution](#)

388.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: combinatorics, implementation, sortings

[amin2022's solution](#)

389.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: implementation

[amin2022's solution](#)

390.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math

[amin2022's solution](#)

391.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[amin2022's solution](#)

392.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[amin2022's solution](#)

393.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,885 global accepts · Rating: 1300 · first AC: 2020-01-25 · GNU C++11 (first AC) · Tags: implementation, sortings

[amin2022's solution](#)

394.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2019-12-24 · GNU C++11 (first AC) · Tags: games, greedy

[amin2022's solution](#)

395.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,893 global accepts · Rating: 1300 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force

[amin2022's solution](#)

396.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[amin2022's solution](#)

397.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,250 global accepts · Rating: 1400 · first AC: 2021-09-05 · last AC: 2026-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[amin2022's solution](#)

398.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[amin2022's solution](#)

399.

1719C

[Fighting Tournament](#) · [Tutorial](#)

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[amin2022's solution](#)

400.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[amin2022's solution](#)

401.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[amin2022's solution](#)

402.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[amin2022's solution](#)

403.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[amin2022's solution](#)

404.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[amin2022's solution](#)

405.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[amin2022's solution](#)

406.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[amin2022's solution](#)

407.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[amin2022's solution](#)

408.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[amin2022's solution](#)

409.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[amin2022's solution](#)

410.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu
[amin2022's solution](#)

411.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: graphs, greedy
[amin2022's solution](#)

412.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[amin2022's solution](#)

413.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[amin2022's solution](#)

414.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths
[amin2022's solution](#)

415.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[amin2022's solution](#)

416.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[amin2022's solution](#)

417.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,954 global accepts · Rating: 1400 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dp
[amin2022's solution](#)

418.

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[amin2022's solution](#)

419.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[amin2022's solution](#)

420.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,936 global accepts · Rating: 1500 · first AC: 2021-09-14 · last AC: 2026-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[amin2022's solution](#)

421.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[amin2022's solution](#)

422.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,362 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[amin2022's solution](#)

423.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[amin2022's solution](#)

424.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2020-03-16 · last AC: 2023-01-14 · GNU C++11 (first AC) · Tags: dp

[amin2022's solution](#)

425.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1500 · first AC: 2021-08-25 · last AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[amin2022's solution](#)

426.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[amin2022's solution](#)

427.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,661 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[amin2022's solution](#)

428.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[amin2022's solution](#)

429.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[amin2022's solution](#)

430.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[amin2022's solution](#)

431.

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[amin2022's solution](#)

432.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[amin2022's solution](#)

433.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[amin2022's solution](#)

434.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
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435.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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436.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[amin2022's solution](#)

437.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,863 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
[amin2022's solution](#)

438.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[amin2022's solution](#)

439.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings
[amin2022's solution](#)

440.

409H

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Quality: 9,489 global accepts · Rating: 1500 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[amin2022's solution](#)

441.

580C

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Quality: 55,486 global accepts · Rating: 1500 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[amin2022's solution](#)

442.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: brute force, implementation, two pointers

[amin2022's solution](#)

443.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: dp, greedy

[amin2022's solution](#)

444.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2026-04-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[amin2022's solution](#)

445.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2026-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[amin2022's solution](#)

446.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[amin2022's solution](#)

447.

1514C

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Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[amin2022's solution](#)

448.

1671D

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Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[amin2022's solution](#)

449.

1528A

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Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[amin2022's solution](#)

450.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[amin2022's solution](#)

451.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[amin2022's solution](#)

452.

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[amin2022's solution](#)

453.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[amin2022's solution](#)

454.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,632 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[amin2022's solution](#)

455.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[amin2022's solution](#)

456.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[amin2022's solution](#)

457.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,785 global accepts · Rating: 1600 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: dp, implementation, trees

[amin2022's solution](#)

458.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: greedy

[amin2022's solution](#)

459.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2021-10-05 · last AC: 2026-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[amin2022's solution](#)

460.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,575 global accepts · Rating: 1700 · first AC: 2026-03-27 · last AC: 2026-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[amin2022's solution](#)

461.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[amin2022's solution](#)

462.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[amin2022's solution](#)

463.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[amin2022's solution](#)

464.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
[amin2022's solution](#)

465.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
[amin2022's solution](#)

466.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[amin2022's solution](#)

467.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[amin2022's solution](#)

468.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[amin2022's solution](#)

469.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
[amin2022's solution](#)

470.

632C

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

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[amin2022's solution](#)

471.

990D

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Quality: 4,115 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[amin2022's solution](#)

472.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[amin2022's solution](#)

473.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,822 global accepts · Rating: 1700 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[amin2022's solution](#)

474.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[amin2022's solution](#)

475.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: dp

[amin2022's solution](#)

476.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2019-12-23 · GNU C++11 (first AC) · Tags: geometry, math

[amin2022's solution](#)

477.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[amin2022's solution](#)

478.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[amin2022's solution](#)

479.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[amin2022's solution](#)

480.

1637D

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Quality: 8,922 global accepts · Rating: 1800 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[amin2022's solution](#)

481.

1225D

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Quality: 10,047 global accepts · Rating: 1800 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[amin2022's solution](#)

482.

161D

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Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[amin2022's solution](#)

483.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers
[amin2022's solution](#)

484.

1719D1

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

Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[amin2022's solution](#)

485.

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
[amin2022's solution](#)

486.

1509C

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Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[amin2022's solution](#)

487.

478C

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Quality: 20,596 global accepts · Rating: 1800 · first AC: 2021-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[amin2022's solution](#)

488.

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation
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489.

1556D

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Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
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490.

1207D

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Quality: 6,702 global accepts · Rating: 1800 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
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491.

1560E

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Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings
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492.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[amin2022's solution](#)

493.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[amin2022's solution](#)

494.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation
[amin2022's solution](#)

495.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
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496.

1823D

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Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings
[amin2022's solution](#)

497.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees
[amin2022's solution](#)

498.

1719D2

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

Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, math
[amin2022's solution](#)

499.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[amin2022's solution](#)

500.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[amin2022's solution](#)

501.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[amin2022's solution](#)

502.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[amin2022's solution](#)

503.

1651D

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

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[amin2022's solution](#)

504.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[amin2022's solution](#)

505.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[amin2022's solution](#)

506.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[amin2022's solution](#)

507.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,904 global accepts · Rating: 1900 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[amin2022's solution](#)

508.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[amin2022's solution](#)

509.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[amin2022's solution](#)

510.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[amin2022's solution](#)

511.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[amin2022's solution](#)

512.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[amin2022's solution](#)

513.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[amin2022's solution](#)

514.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[amin2022's solution](#)

515.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[amin2022's solution](#)

516.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[amin2022's solution](#)

517.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[amin2022's solution](#)

518.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[amin2022's solution](#)

519.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[amin2022's solution](#)

520.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[amin2022's solution](#)

521.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[amin2022's solution](#)

522.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees
[amin2022's solution](#)

523.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[amin2022's solution](#)

524.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[amin2022's solution](#)

525.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[amin2022's solution](#)

526.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[amin2022's solution](#)

527.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings
[amin2022's solution](#)

528.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures
[amin2022's solution](#)

529.

1825D2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees
[amin2022's solution](#)

530.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[amin2022's solution](#)

531.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
[amin2022's solution](#)

532.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[amin2022's solution](#)

533.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[amin2022's solution](#)

534.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, math, sortings

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535.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

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536.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

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537.

106495K

[Kernel of the Disks](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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538.

106495L

[Legendary Sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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539.

106495I

[Inner Product](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

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540.

106495E

[Erasmus Valthron](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[amin2022's solution](#)

541.

106495J

[Just the right enchantment](#) · [Tutorial](#)

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542.

106495A

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543.

106495G

[Gerald the mudcrab](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
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544.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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546.

106416A

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Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[amin2022's solution](#)

547.

106416B

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548.

106416J

[Jaime's Palace](#) · [Tutorial](#)

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549.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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550.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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551.

104520H

[Permutator](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[amin2022's solution](#)

552.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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553.

105945J

[Puzzle Competition](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[amin2022's solution](#)

554.

105945H

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

Rating: — · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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555.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[amin2022's solution](#)

556.

105945G

[Monetary System](#) · [Tutorial](#)

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557.

105945D

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558.

103446H

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559.

103446I

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103446G

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561.

103446D

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562.

103446E

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563.

102951C

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564.

103886E

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565.

103708C

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566.

103708B

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567.

103708K

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568.

103708H

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569.

103708I

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570.

103447I

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571.

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573.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

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574.

103256B

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Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
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575.

103256A

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Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —

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576.

100488L

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