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Unique solved — anatolik

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

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Filters: none

Count: 492

1.

1994A

[Diverse Game](#) · [Tutorial](#)

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2.

1870A

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3.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: [greedy](#), [math](#)

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4.

1782A

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5.

1696A

[NIT orz!](#) · [Tutorial](#)

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6.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: [math](#), [sortings](#)

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7.

1593A

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8.

1544B

[Putting Plates](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: [constructive algorithms](#)

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9.

1544A

[Binary Decimal](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: [math](#)

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10.

1534A

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Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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11.

1523A

[Game of Life](#) · [Tutorial](#)

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12.

1466B

[Last minute enhancements](#) · [Tutorial](#)

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13.

1466A

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14.

1200A

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15.

1408A

[Circle Coloring](#) · [Tutorial](#)

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16.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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17.

1392A

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18.

1389A

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[anatolik's solution](#)

19.

1369A

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20.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math

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21.

1305A

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22.

1307A

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23.

1223A

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24.

1209A

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25.

1150A

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26.

1162A

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27.

1146A

[Love "A"](#) · [Tutorial](#)

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28.

1054A

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29.

1030A

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30.

1047A

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31.

1041A

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32.

1038A

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33.

992A

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34.

994A

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35.

965A

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36.

954A

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37.

867A

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38.

859A

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39.

770A

[New Password](#) · [Tutorial](#)

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40.

769A

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41.

734B

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42.

734A

[Anton and Danik](#) · [Tutorial](#)

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43.

1726A

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44.

1696B

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45.

1593B

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46.

1089L

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47.

1373B

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48.

1295A

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49.

1225A

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50.

1110A

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51.

1055A

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52.

1047B

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53.

916A

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54.

793A

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55.

768A

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56.

1804B

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57.

1782B

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58.

1593C

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Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

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59.

1373A

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Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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60.

1359B

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61.

1359A

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62.

1225B1

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63.

1223B

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64.

1020B

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65.

978C

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66.

641A

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67.

1054B

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68.

1033A

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69.

1041B

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70.

1036A

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71.

1040A

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72.

886B

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73.

886A

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74.

859B

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75.

1994B

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76.

1726B

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77.

1656B

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78.

1593D1

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79.

1534B

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80.

1523B

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81.

1213B

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82.

1375A

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Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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83.

363B

[Fence](#) · [Tutorial](#)

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84.

1033B

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85.

1108B

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86.

1146B

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87.

1112A

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[anatolik's solution](#)

88.

1030B

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89.

1038B

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90.

858A

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91.

842B

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92.

1870B

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93.

1656C

[Make Equal With Mod · Tutorial](#)

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94.

1544C

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95.

1510K

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96.

1495A

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- 97.**
1392C
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- 98.**
1375B
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- 100.**
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1029B
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- 103.**
1011B
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- 104.**
1068B
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- 105.**
960A
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Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation
[anatolik's solution](#)
- 106.**
944A
[World Cup](#) · [Tutorial](#)
Rating: 1200 · first AC: 2018-03-04 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[anatolik's solution](#)
- 107.**
928A
[Login Verification](#) · [Tutorial](#)
Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, strings

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108.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[anatolik's solution](#)

109.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · Python 3 (first AC) · Tags: brute force, two pointers

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110.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · Python 3 (first AC) · Tags: implementation

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111.

774C

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Quality: 4,383 global accepts · Rating: 1200 · first AC: 2017-04-05 · D (first AC) · Tags: *special, constructive algorithms, greedy, implementation

[anatolik's solution](#)

112.

769B

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Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-03-10 · Python 3 (first AC) · Tags: *special, greedy, two pointers

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113.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

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114.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[anatolik's solution](#)

115.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[anatolik's solution](#)

116.

1466C

[Canine poetry](#) · [Tutorial](#)

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

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117.

1381A1

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Quality: 21,725 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[anatolik's solution](#)

118.

1373C

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Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[anatolik's solution](#)

119.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

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120.

1225B2

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Quality: 12,198 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[anatolik's solution](#)

121.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[anatolik's solution](#)

122.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2019-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

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123.

1062A

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Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[anatolik's solution](#)

124.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

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125.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[anatolik's solution](#)

126.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[anatolik's solution](#)

127.

1040B

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Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: dp, greedy, math

[anatolik's solution](#)

128.

965B

[Battleship](#) · [Tutorial](#)

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

[anatolik's solution](#)

129.

924A

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Quality: 5,216 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[anatolik's solution](#)

130.

922B

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Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[anatolik's solution](#)

131.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · Python 3 (first AC) · Tags: implementation

[anatolik's solution](#)

132.

904A

[Masha and Bears](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-23 · Python 3 (first AC) · Tags: —

[anatolik's solution](#)

133.

886C

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[anatolik's solution](#)

134.

770B

[Maximize Sum of Digits](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-11 · Python 3 (first AC) · Tags: *special, implementation, math

[anatolik's solution](#)

135.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[anatolik's solution](#)

136.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[anatolik's solution](#)

137.

1375C

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Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[anatolik's solution](#)

138.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[anatolik's solution](#)

139.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

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140.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[anatolik's solution](#)

141.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[anatolik's solution](#)

142.

1068A

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Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[anatolik's solution](#)

143.

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[anatolik's solution](#)

144.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[anatolik's solution](#)

145.

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: *special, dp

[anatolik's solution](#)

146.

934A

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Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, games

[anatolik's solution](#)

147.

904B

[Tic-Tac-Toe](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-12-23 · Python 3 (first AC) · Tags: —

[anatolik's solution](#)

148.

867B

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · Python 3 (first AC) · Tags: combinatorics, constructive algorithms, math

[anatolik's solution](#)

149.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2017-03-11 · Python 3 (first AC) · Tags: *special, implementation

[anatolik's solution](#)

150.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[anatolik's solution](#)

151.

1710A

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Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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152.

1466D

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Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
[anatolik's solution](#)

153.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[anatolik's solution](#)

154.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[anatolik's solution](#)

155.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,725 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[anatolik's solution](#)

156.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[anatolik's solution](#)

157.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[anatolik's solution](#)

158.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
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159.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[anatolik's solution](#)

160.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[anatolik's solution](#)

161.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[anatolik's solution](#)

162.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[anatolik's solution](#)

163.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
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164.

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[anatolik's solution](#)

165.

1110C

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166.

1062B

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Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
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167.

1054C

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Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
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168.

944C

[Peculiar apple-tree](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[anatolik's solution](#)

169.

858C

[Did you mean...](#) · [Tutorial](#)

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[anatolik's solution](#)

170.

858B

[Which floor?](#) · [Tutorial](#)

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[anatolik's solution](#)

171.

859C

[Pie Rules](#) · [Tutorial](#)

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[anatolik's solution](#)

172.

774D

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Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-04-05 · GNU C11 (first AC) · Tags: *special, constructive algorithms, implementation, sortings

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173.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

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174.

771B

[Bear and Different Names](#) · [Tutorial](#)

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[anatolik's solution](#)

175.

770C

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176.

1994C

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Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[anatolik's solution](#)

177.

1782C

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178.

1753B

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Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-12-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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179.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

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180.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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181.

1593E

[Gardener and Tree](#) · [Tutorial](#)

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[anatolik's solution](#)

182.

1544D

[Secret Santa](#) · [Tutorial](#)

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183.

1523C

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

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184.

1528A

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Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

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185.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[anatolik's solution](#)

186.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[anatolik's solution](#)

187.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[anatolik's solution](#)

188.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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189.

1373D

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Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[anatolik's solution](#)

190.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[anatolik's solution](#)

191.

1344A

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Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[anatolik's solution](#)

192.

1336A

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

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[anatolik's solution](#)

193.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[anatolik's solution](#)

194.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[anatolik's solution](#)

195.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[anatolik's solution](#)

196.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[anatolik's solution](#)

197.

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,763 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[anatolik's solution](#)

198.

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[anatolik's solution](#)

199.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[anatolik's solution](#)

200.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[anatolik's solution](#)

201.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[anatolik's solution](#)

202.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, two pointers

[anatolik's solution](#)

203.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math

[anatolik's solution](#)

204.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math

[anatolik's solution](#)

205.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math, number theory

[anatolik's solution](#)

206.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[anatolik's solution](#)

207.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[anatolik's solution](#)

208.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[anatolik's solution](#)

209.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[anatolik's solution](#)

210.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

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211.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[anatolik's solution](#)

212.

904C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · Python 3 (first AC) · Tags: strings

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213.

812B

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

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · Python 3 (first AC) · Tags: bitmasks, brute force, dp

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214.

774K

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Quality: 1,397 global accepts · Rating: 1600 · first AC: 2017-04-05 · Python 3 (first AC) · Tags: *special, implementation, strings

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215.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

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216.

1528B

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Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[anatolik's solution](#)

217.

1503B

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Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

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218.

1464A

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Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

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219.

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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220.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[anatolik's solution](#)

221.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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222.

1383A

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Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

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223.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[anatolik's solution](#)

224.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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225.

1361A

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Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[anatolik's solution](#)

226.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[anatolik's solution](#)

227.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[anatolik's solution](#)

228.

1336B

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Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[anatolik's solution](#)

229.

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[anatolik's solution](#)

230.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

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231.

1292B

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Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · Python 3 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

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232.

1210B

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Quality: 6,041 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

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233.

1210A

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Quality: 5,536 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

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234.

1209D

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Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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235.

1146C

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Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive
[anatolik's solution](#)

236.

1068C

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237.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++11 (first AC) · Tags: implementation
[anatolik's solution](#)

238.

923A

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[anatolik's solution](#)

239.

944B

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Rating: 1700 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation
[anatolik's solution](#)

240.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · Python 3 (first AC) · Tags: implementation
[anatolik's solution](#)

241.

1870D

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Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[anatolik's solution](#)

242.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[anatolik's solution](#)

243.

1572A

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Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
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244.

1534D

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Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
[anatolik's solution](#)

245.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math
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246.

245H

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Quality: 9,061 global accepts · Rating: 1800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

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247.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

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248.

1396B

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Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

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249.

1394A

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250.

1381B

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251.

1338B

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252.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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253.

1299B

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254.

1290B

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255.

1295D

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Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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256.

1225D

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Quality: 10,047 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[anatolik's solution](#)

257.

1179B

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Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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258.

641C

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Quality: 3,192 global accepts · Rating: 1800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
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259.

1152C

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Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
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260.

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings
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261.

1062D

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262.

1068E

[Multihedgehog](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
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263.

1030D

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[anatolik's solution](#)

264.

1047C

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Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory
[anatolik's solution](#)

265.

1038D

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266.

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: data structures, greedy, strings, trees
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267.

934C

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Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[anatolik's solution](#)

268.

1994D

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Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
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269.

1909D

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Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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270.

1707B

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271.

1696D

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272.

1677C

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273.

1656D

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274.

1593D2

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275.

1483B

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276.

1495B

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277.

1089F

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1434A

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279.

1383B

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280.

1375D

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281.

1369D

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Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

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282.

1361B

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283.

1305D

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284.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

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285.

1112C

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Rating: 1900 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

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286.

1055C

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287.

1068D

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288.

994D

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Rating: 1900 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks

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289.

928C

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Quality: 905 global accepts · Rating: 1900 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: *special, graphs, implementation

[anatolik's solution](#)

290.

867C

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Rating: 1900 · first AC: 2017-09-30 · Python 3 (first AC) · Tags: greedy, implementation, sortings, ternary search

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291.

1804D

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Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

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292.

1726D

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293.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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294.

1408D

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295.

1416C

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296.

1359E

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297.

1359D

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298.

1349B

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299.

1349C

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300.

1320C

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301.

1210C

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302.

1209E1

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Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

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303.

1209G1

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304.

641E

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305.

1033D

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[anatolik's solution](#)

306.

1544E

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307.

1510D

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308.

1510G

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Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

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309.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[anatolik's solution](#)

310.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[anatolik's solution](#)

311.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[anatolik's solution](#)

312.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[anatolik's solution](#)

313.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[anatolik's solution](#)

314.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[anatolik's solution](#)

315.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[anatolik's solution](#)

316.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[anatolik's solution](#)

317.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[anatolik's solution](#)

318.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[anatolik's solution](#)

319.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory
[anatolik's solution](#)

320.

1112D

[Compress String](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: strings
[anatolik's solution](#)

321.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: interactive
[anatolik's solution](#)

322.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities
[anatolik's solution](#)

323.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[anatolik's solution](#)

324.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[anatolik's solution](#)

325.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[anatolik's solution](#)

326.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dp
[anatolik's solution](#)

327.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[anatolik's solution](#)

328.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dp, greedy

[anatolik's solution](#)

329.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[anatolik's solution](#)

330.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[anatolik's solution](#)

331.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[anatolik's solution](#)

332.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[anatolik's solution](#)

333.

1040E

[Network Safety](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs

[anatolik's solution](#)

334.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[anatolik's solution](#)

335.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[anatolik's solution](#)

336.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[anatolik's solution](#)

337.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[anatolik's solution](#)

338.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[anatolik's solution](#)

339.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[anatolik's solution](#)

340.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[anatolik's solution](#)

341.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[anatolik's solution](#)

342.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[anatolik's solution](#)

343.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[anatolik's solution](#)

344.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[anatolik's solution](#)

345.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[anatolik's solution](#)

346.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
[anatolik's solution](#)

347.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[anatolik's solution](#)

348.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[anatolik's solution](#)

349.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[anatolik's solution](#)

350.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[anatolik's solution](#)

351.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[anatolik's solution](#)

352.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[anatolik's solution](#)

353.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[anatolik's solution](#)

354.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[anatolik's solution](#)

355.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2019-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing

[anatolik's solution](#)

356.

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[anatolik's solution](#)

357.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[anatolik's solution](#)

358.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[anatolik's solution](#)

359.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[anatolik's solution](#)

360.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[anatolik's solution](#)

361.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[anatolik's solution](#)

362.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[anatolik's solution](#)

363.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[anatolik's solution](#)

364.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[anatolik's solution](#)

365.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[anatolik's solution](#)

366.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[anatolik's solution](#)

367.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[anatolik's solution](#)

368.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[anatolik's solution](#)

369.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · last AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

geometry, ternary search

[anatolik's solution](#)

370.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[anatolik's solution](#)

371.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[anatolik's solution](#)

372.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[anatolik's solution](#)

373.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[anatolik's solution](#)

374.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[anatolik's solution](#)

375.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[anatolik's solution](#)

376.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[anatolik's solution](#)

377.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[anatolik's solution](#)

378.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[anatolik's solution](#)

379.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[anatolik's solution](#)

380.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[anatolik's solution](#)

381.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[anatolik's solution](#)

382.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[anatolik's solution](#)

383.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[anatolik's solution](#)

384.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[anatolik's solution](#)

385.

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

386.

104871I

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

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

387.

104871G

[Going to the Moon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[anatolik's solution](#)

388.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[anatolik's solution](#)

389.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

390.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[anatolik's solution](#)

391.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

392.

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

393.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · last AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[anatolik's solution](#)

394.

106144L

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

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

395.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[anatolik's solution](#)

396.

106144I

[Remove Colors](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

397.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

398.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

399.

106144G

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

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

400.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

401.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[anatolik's solution](#)

402.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[anatolik's solution](#)

403.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[anatolik's solution](#)

404.

105677A

[Titanomachy](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[anatolik's solution](#)

405.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[anatolik's solution](#)

406.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

407.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[anatolik's solution](#)

408.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[anatolik's solution](#)

409.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[anatolik's solution](#)

410.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[anatolik's solution](#)

411.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

412.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

413.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

414.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

415.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

416.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

417.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

418.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

419.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

420.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

421.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

422.

1531E3

[B > D < B C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 271 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search
[anatolik's solution](#)

423.

1531E2

[B > D < B C, @ Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force

[anatolik's solution](#)

424.

1531E1

[B 7D B6,, @ Cä2C=0 D ;C,,OCô8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: *special
[anatolik's solution](#)

425.

1531D

[B 5CD0C=BCja@ D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special
[anatolik's solution](#)

426.

1531C

[B 8CÄæCTBD 8Dt=D 9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp
[anatolik's solution](#)

427.

1531B1

[AÄ=Cô8D\\$>D 8Cô3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[anatolik's solution](#)

428.

1531B2

[AÄ=Cô8D\\$>D 8Cô3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special
[anatolik's solution](#)

429.

1531A

[At8Cô3CT@|color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[anatolik's solution](#)

430.

101630F

[The Final Level · Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[anatolik's solution](#)

431.

101630G

[The Great Wall · Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[anatolik's solution](#)

432.

101630D

[Designing the Toy · Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

433.

101630B

[Box · Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

434.

101630C

[Connections · Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

435.

101630A

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

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[anatolik's solution](#)

436.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[anatolik's solution](#)

437.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[anatolik's solution](#)

438.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

439.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

440.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

441.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

442.

1319E

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[anatolik's solution](#)

443.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[anatolik's solution](#)

444.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[anatolik's solution](#)

445.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[anatolik's solution](#)

446.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[anatolik's solution](#)

447.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-10 · Python 3 (first AC) · Tags: *special

[anatolik's solution](#)

448.

1275C

[#define At0CD0D10eB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[anatolik's solution](#)

449.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special

[anatolik's solution](#)

450.

1275A

[B 1DKD\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: *special

[anatolik's solution](#)

451.

102330E

[A450ä@C48C' 8 C\\$>CT=C#>CÄ0D](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

452.

102330G

[B 0D10Q, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

453.

102330F

[A120T@DÄ:C€](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

454.

102330D

[A@Cä8D 5D AC,,2CÔKC' BCä@C0](#)

Rating: — · first AC: 2019-11-17 · PyPy 3 (first AC) · Tags: —

[anatolik's solution](#)

455.

102330C

[AÄ0D18C#8](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

456.

102330B

[A650CT7C](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

457.

102330A

[AD>C#Bcä@ A 9C >C´8D](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

458.

102185A

[AÄCD0C\\$LC,,=D´9 CD5D 0CÔB](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

459.

102185G

[A48DriDô=CDO](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

460.

102185D

[AT2DriC\\$8CD5CÔ8CP](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

461.

102185E

[BFDriGÔO](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

462.

102185H

[LOCALC++ · Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

463.

102185J

[A5DriC´5CÔ8CR :D >C#>CD8C´>C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

464.

102185F

[B5DriC´8CÄ8D](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

465.

102185B

[BD8C#AC,,@Cä2C =CÔ0Dò FCT=C](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

466.

102396E

[Unique Solution · Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

467.

102396G

[Weight Overflow · Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

468.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

469.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

470.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

471.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

472.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

473.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

474.

102024F

[A\\$C0HCT1C00Dò HC ED\\$0](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

475.

102024H

[A00C0ä9 D\\$2C @C, ò ?Cä ?C @CP](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

476.

102024A

[A0L0äB C" ?CTICT@CP](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

477.

102024G

[B47D00d=CT=C,,O C" CCÄ=Cä6CT=C,,8](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[anatolik's solution](#)

478.

102024J

[A0ND3;C€](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

479.

102024C

[AD>C@D'E D=Cä2](#)

Rating: — · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[anatolik's solution](#)

480.

100168D

[A;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

481.

100168C

[A;Cä10 4DÄ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

482.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D 0CÄ8](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

483.

100168A

[A6>CÖD =D'9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

484.

100767B

[A5>CÄ2Cä4CÖ0Dò ;Cä4C=0](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

485.

100766B

[A50CÄD\\$=C,,:](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

486.

100767C

[BD>CÖD 8](#)

Rating: — · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

487.

101612C

[Consonant Fency · Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

488.

101612I

[Intelligence in Perpendicularia · Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

489.

101612L

[Little Difference · Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

490.

101612B

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

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

491.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)

492.

101612A

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

Rating: — · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[anatolik's solution](#)