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Unique solved — antonis.white

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

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Filters: none

Count: 1,544

1.

2178A

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2.

2161A

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3.

2147A

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4.

2127A

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5.

2122A

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6.

2120A

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7.

2084A

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8.

2039A

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9.

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10.

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11.

1982A

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12.

1930A

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13.

1919B

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1919A

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15.

1916A

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16.

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17.

1896A

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18.

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19.

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20.

1870A

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21.

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22.

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26.

1787A

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27.

1781A

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28.

1779A

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29.

1769A

[B47C00D0 4Cä @ Cä3C](#)

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30.

1764A

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1738A

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32.

1725A

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33.

1704A

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34.

1696A

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35.

1691A

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36.

1681B

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1681A

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38.

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1684A

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40.

1672B

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42.

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46.

1566A

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47.

1556A

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48.

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49.

1554A

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50.

1552A

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51.

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52.

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54.

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55.

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56.

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1515A

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58.

1499A

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59.

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60.

1491A

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63.

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64.

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66.

1468E

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1450A

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68.

1453A

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69.

1431A

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70.

1428A

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72.

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73.

1391B

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74.

1391A

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75.

1393A

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76.

1388A

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77.

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78.

1372A

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79.

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80.

1369A

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81.

1368A

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82.

1367B

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83.

1367A

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1335A
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1328A
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1305A
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- 94.**
1307A
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- 95.**
1301A
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96.

1294A

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97.

1285A

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98.

1287A

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1284A

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100.

1270A

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1269A

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102.

1255A

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Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math
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103.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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104.

1243A

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Quality: 16,380 global accepts · Rating: 800 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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105.

1236A

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Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
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106.

1223A

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Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math
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107.

1234A

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108.

1228A

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109.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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110.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings

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111.

1220A

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Quality: 32,798 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[antonis.white's solution](#)

112.

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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113.

1207A

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Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[antonis.white's solution](#)

114.

1200A

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115.

1196A

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Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[antonis.white's solution](#)

116.

1178A

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Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[antonis.white's solution](#)

117.

1176A

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Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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118.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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119.

1162A

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Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[antonis.white's solution](#)

120.

1099A

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Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[antonis.white's solution](#)

121.

1056A

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Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[antonis.white's solution](#)

122.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[antonis.white's solution](#)

123.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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124.

1896B

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125.

1878C

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Quality: 57,645 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[antonis.white's solution](#)

126.

1860A

[Not a Substring](#) · [Tutorial](#)

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[antonis.white's solution](#)

127.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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128.

1764B

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Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

129.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[antonis.white's solution](#)

130.

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[antonis.white's solution](#)

131.

1609A

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Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[antonis.white's solution](#)

132.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[antonis.white's solution](#)

133.

1535B

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Quality: 34,200 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[antonis.white's solution](#)

134.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[antonis.white's solution](#)

135.

1488A

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Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[antonis.white's solution](#)

136.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[antonis.white's solution](#)

137.

1475B

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

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[antonis.white's solution](#)

138.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

139.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[antonis.white's solution](#)

140.

1468N

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Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[antonis.white's solution](#)

141.

1427A

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Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
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142.

1406A

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Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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143.

1401A

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Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[antonis.white's solution](#)

144.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[antonis.white's solution](#)

145.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,073 global accepts · Rating: 900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[antonis.white's solution](#)

146.

1373B

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Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games
[antonis.white's solution](#)

147.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[antonis.white's solution](#)

148.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[antonis.white's solution](#)

149.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[antonis.white's solution](#)

150.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,388 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[antonis.white's solution](#)

151.

1335B

[Construct the String](#) · [Tutorial](#)

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[antonis.white's solution](#)

152.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[antonis.white's solution](#)

153.

1324A

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Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[antonis.white's solution](#)

154.

1291A

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Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[antonis.white's solution](#)

155.

1225A

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Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[antonis.white's solution](#)

156.

1238A

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Quality: 28,059 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

157.

1216B

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Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[antonis.white's solution](#)

158.

1213A

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Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[antonis.white's solution](#)

159.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[antonis.white's solution](#)

160.

1201A

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Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[antonis.white's solution](#)

161.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[antonis.white's solution](#)

162.

2147B

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

[antonis.white's solution](#)

163.

2120B

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Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[antonis.white's solution](#)

164.

2039B

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165.

2002B

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166.

1930B

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167.

1916B

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168.

1858C

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Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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169.

724A

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Quality: 7,555 global accepts · Rating: 1000 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[antonis.white's solution](#)

170.

1781B

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

Quality: 14,757 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[antonis.white's solution](#)

171.

1769B1

[A = 1068D > C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, implementation, math

[antonis.white's solution](#)

172.

1725B

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Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
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173.

1704B

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Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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174.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[antonis.white's solution](#)

175.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[antonis.white's solution](#)

176.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
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177.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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178.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
[antonis.white's solution](#)

179.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[antonis.white's solution](#)

180.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,328 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[antonis.white's solution](#)

181.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings
[antonis.white's solution](#)

182.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[antonis.white's solution](#)

183.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[antonis.white's solution](#)

184.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[antonis.white's solution](#)

185.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[antonis.white's solution](#)

186.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math
[antonis.white's solution](#)

187.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[antonis.white's solution](#)

188.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[antonis.white's solution](#)

189.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[antonis.white's solution](#)

190.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[antonis.white's solution](#)

191.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[antonis.white's solution](#)

192.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[antonis.white's solution](#)

193.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,679 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[antonis.white's solution](#)

194.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[antonis.white's solution](#)

195.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[antonis.white's solution](#)

196.

1266B

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Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[antonis.white's solution](#)

197.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,512 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[antonis.white's solution](#)

198.

1259A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[antonis.white's solution](#)

199.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[antonis.white's solution](#)

200.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[antonis.white's solution](#)

201.

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[antonis.white's solution](#)

202.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

203.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[antonis.white's solution](#)

204.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[antonis.white's solution](#)

205.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[antonis.white's solution](#)

206.

1234B1

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

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[antonis.white's solution](#)

207.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[antonis.white's solution](#)

208.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[antonis.white's solution](#)

209.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[antonis.white's solution](#)

210.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[antonis.white's solution](#)

211.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[antonis.white's solution](#)

212.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[antonis.white's solution](#)

213.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[antonis.white's solution](#)

214.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[antonis.white's solution](#)

215.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[antonis.white's solution](#)

216.

2138A

[Cake Assignment](#) · [Tutorial](#)

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

[antonis.white's solution](#)

217.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[antonis.white's solution](#)

218.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[antonis.white's solution](#)

219.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[antonis.white's solution](#)

220.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[antonis.white's solution](#)

221.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[antonis.white's solution](#)

222.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[antonis.white's solution](#)

223.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[antonis.white's solution](#)

224.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[antonis.white's solution](#)

225.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[antonis.white's solution](#)

226.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[antonis.white's solution](#)

227.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[antonis.white's solution](#)

228.

1566D1

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

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

[antonis.white's solution](#)

229.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[antonis.white's solution](#)

230.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[antonis.white's solution](#)

231.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[antonis.white's solution](#)

232.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[antonis.white's solution](#)

233.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[antonis.white's solution](#)

234.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[antonis.white's solution](#)

235.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[antonis.white's solution](#)

236.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[antonis.white's solution](#)

237.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[antonis.white's solution](#)

238.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,966 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[antonis.white's solution](#)

239.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[antonis.white's solution](#)

240.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[antonis.white's solution](#)

241.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[antonis.white's solution](#)

242.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[antonis.white's solution](#)

243.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[antonis.white's solution](#)

244.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[antonis.white's solution](#)

245.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[antonis.white's solution](#)

246.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[antonis.white's solution](#)

247.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[antonis.white's solution](#)

248.

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[antonis.white's solution](#)

249.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[antonis.white's solution](#)

250.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[antonis.white's solution](#)

251.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[antonis.white's solution](#)

252.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[antonis.white's solution](#)

253.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[antonis.white's solution](#)

254.

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[antonis.white's solution](#)

255.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[antonis.white's solution](#)

256.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,301 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[antonis.white's solution](#)

257.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[antonis.white's solution](#)

258.

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[antonis.white's solution](#)

259.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[antonis.white's solution](#)

260.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,899 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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261.

1982B

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

Quality: 19,754 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[antonis.white's solution](#)

262.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[antonis.white's solution](#)

263.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[antonis.white's solution](#)

264.

1909B

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

Quality: 30,964 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[antonis.white's solution](#)

265.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[antonis.white's solution](#)

266.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[antonis.white's solution](#)

267.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[antonis.white's solution](#)

268.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[antonis.white's solution](#)

269.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[antonis.white's solution](#)

270.

1769C1

[A6500d CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, greedy

[antonis.white's solution](#)

271.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[antonis.white's solution](#)

272.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[antonis.white's solution](#)

273.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[antonis.white's solution](#)

274.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[antonis.white's solution](#)

275.

1553C

[Penalty](#) · [Tutorial](#)

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

[antonis.white's solution](#)

276.

1530C

[Pursuit](#) · [Tutorial](#)

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

[antonis.white's solution](#)

277.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[antonis.white's solution](#)

278.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,353 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[antonis.white's solution](#)

279.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[antonis.white's solution](#)

280.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[antonis.white's solution](#)

281.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[antonis.white's solution](#)

282.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[antonis.white's solution](#)

283.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[antonis.white's solution](#)

284.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[antonis.white's solution](#)

285.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,188 global accepts · Rating: 1200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation
[antonis.white's solution](#)

286.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[antonis.white's solution](#)

287.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[antonis.white's solution](#)

288.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[antonis.white's solution](#)

289.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[antonis.white's solution](#)

290.

1352C

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

Quality: 69,766 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[antonis.white's solution](#)

291.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[antonis.white's solution](#)

292.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[antonis.white's solution](#)

293.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,442 global accepts · Rating: 1200 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, two pointers

[antonis.white's solution](#)

294.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: games

[antonis.white's solution](#)

295.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[antonis.white's solution](#)

296.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[antonis.white's solution](#)

297.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[antonis.white's solution](#)

298.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

strings, two pointers

[antonis.white's solution](#)

299.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[antonis.white's solution](#)

300.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[antonis.white's solution](#)

301.

1270B

[Interesting Subarray](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[antonis.white's solution](#)

302.

1259B

[Make Them Odd](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[antonis.white's solution](#)

303.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[antonis.white's solution](#)

304.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[antonis.white's solution](#)

305.

1205A

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Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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306.

1221C

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Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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307.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[antonis.white's solution](#)

308.

1214C

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Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[antonis.white's solution](#)

309.

1207B

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Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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310.

1200B

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Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[antonis.white's solution](#)

311.

2150A

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

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312.

2127B

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

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

[antonis.white's solution](#)

313.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 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

[antonis.white's solution](#)

314.

722A

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Quality: 6,961 global accepts · Rating: 1300 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[antonis.white's solution](#)

315.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[antonis.white's solution](#)

316.

1769C2

[A>T C D\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[antonis.white's solution](#)

317.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[antonis.white's solution](#)

318.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[antonis.white's solution](#)

319.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[antonis.white's solution](#)

320.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[antonis.white's solution](#)

321.

1615B

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

Quality: 17,915 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[antonis.white's solution](#)

322.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[antonis.white's solution](#)

323.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[antonis.white's solution](#)

324.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math
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325.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[antonis.white's solution](#)

326.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[antonis.white's solution](#)

327.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[antonis.white's solution](#)

328.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[antonis.white's solution](#)

329.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[antonis.white's solution](#)

330.

99B

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Quality: 3,212 global accepts · Rating: 1300 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[antonis.white's solution](#)

331.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[antonis.white's solution](#)

332.

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
[antonis.white's solution](#)

333.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[antonis.white's solution](#)

334.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[antonis.white's solution](#)

335.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[antonis.white's solution](#)

336.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,391 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[antonis.white's solution](#)

337.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[antonis.white's solution](#)

338.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[antonis.white's solution](#)

339.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[antonis.white's solution](#)

340.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[antonis.white's solution](#)

341.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[antonis.white's solution](#)

342.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[antonis.white's solution](#)

343.

1352D

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Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[antonis.white's solution](#)

344.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: strings
[antonis.white's solution](#)

345.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, sortings, strings
[antonis.white's solution](#)

346.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2020-04-14 · Python 3 (first AC) · Tags: *special, combinatorics
[antonis.white's solution](#)

347.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[antonis.white's solution](#)

348.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[antonis.white's solution](#)

349.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[antonis.white's solution](#)

350.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[antonis.white's solution](#)

351.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[antonis.white's solution](#)

352.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[antonis.white's solution](#)

353.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, strings
[antonis.white's solution](#)

354.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,828 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[antonis.white's solution](#)

355.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[antonis.white's solution](#)

356.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[antonis.white's solution](#)

357.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,777 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[antonis.white's solution](#)

358.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[antonis.white's solution](#)

359.

1234B2

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

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

360.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[antonis.white's solution](#)

361.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

362.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[antonis.white's solution](#)

363.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[antonis.white's solution](#)

364.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[antonis.white's solution](#)

365.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[antonis.white's solution](#)

366.

1178B

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Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[antonis.white's solution](#)

367.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[antonis.white's solution](#)

368.

2127C

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

[antonis.white's solution](#)

369.

2120C

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Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[antonis.white's solution](#)

370.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[antonis.white's solution](#)

371.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[antonis.white's solution](#)

372.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[antonis.white's solution](#)

373.

1919C

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Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[antonis.white's solution](#)

374.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[antonis.white's solution](#)

375.

1905C

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Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[antonis.white's solution](#)

376.

1896C

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Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[antonis.white's solution](#)

377.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[antonis.white's solution](#)

378.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[antonis.white's solution](#)

379.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy

[antonis.white's solution](#)

380.

1769B2

[Ae>008D|>C\\$0C08CR DC 9C'>C" "•](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, math

[antonis.white's solution](#)

381.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[antonis.white's solution](#)

382.

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

[antonis.white's solution](#)

383.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[antonis.white's solution](#)

384.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[antonis.white's solution](#)

385.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[antonis.white's solution](#)

386.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[antonis.white's solution](#)

387.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[antonis.white's solution](#)

388.

1535C

[Unstable String](#) · [Tutorial](#)

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

[antonis.white's solution](#)

389.

1515C

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

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

[antonis.white's solution](#)

390.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[antonis.white's solution](#)

391.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[antonis.white's solution](#)

392.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[antonis.white's solution](#)

393.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[antonis.white's solution](#)

394.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[antonis.white's solution](#)

395.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[antonis.white's solution](#)

396.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers
[antonis.white's solution](#)

397.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[antonis.white's solution](#)

398.

125A

[Measuring Lengths in Baden](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 1400 · first AC: 2020-08-12 · Python 3 (first AC) · Tags: math
[antonis.white's solution](#)

399.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[antonis.white's solution](#)

400.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[antonis.white's solution](#)

401.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[antonis.white's solution](#)

402.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[antonis.white's solution](#)

403.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[antonis.white's solution](#)

404.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[antonis.white's solution](#)

405.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[antonis.white's solution](#)

406.

1365C

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

Quality: 24,982 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[antonis.white's solution](#)

407.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[antonis.white's solution](#)

408.

124B

[Permutations](#) · [Tutorial](#)

Quality: 4,872 global accepts · Rating: 1400 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation

[antonis.white's solution](#)

409.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[antonis.white's solution](#)

410.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[antonis.white's solution](#)

411.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[antonis.white's solution](#)

412.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[antonis.white's solution](#)

413.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,797 global accepts · Rating: 1400 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

414.

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, brute force, data structures, strings

[antonis.white's solution](#)

415.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[antonis.white's solution](#)

416.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[antonis.white's solution](#)

417.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[antonis.white's solution](#)

418.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[antonis.white's solution](#)

419.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[antonis.white's solution](#)

420.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[antonis.white's solution](#)

421.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[antonis.white's solution](#)

422.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[antonis.white's solution](#)

423.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[antonis.white's solution](#)

424.

1259C

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

Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[antonis.white's solution](#)

425.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[antonis.white's solution](#)

426.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[antonis.white's solution](#)

427.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[antonis.white's solution](#)

428.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[antonis.white's solution](#)

429.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[antonis.white's solution](#)

430.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

431.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[antonis.white's solution](#)

432.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[antonis.white's solution](#)

433.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[antonis.white's solution](#)

434.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[antonis.white's solution](#)

435.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[antonis.white's solution](#)

436.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[antonis.white's solution](#)

437.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[antonis.white's solution](#)

438.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[antonis.white's solution](#)

439.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[antonis.white's solution](#)

440.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[antonis.white's solution](#)

441.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[antonis.white's solution](#)

442.

1552B

[Running for Gold](#) · [Tutorial](#)

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

[antonis.white's solution](#)

443.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[antonis.white's solution](#)

444.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[antonis.white's solution](#)

445.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[antonis.white's solution](#)

446.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[antonis.white's solution](#)

447.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[antonis.white's solution](#)

448.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[antonis.white's solution](#)

449.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[antonis.white's solution](#)

450.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[antonis.white's solution](#)

451.

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

[antonis.white's solution](#)

452.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[antonis.white's solution](#)

453.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[antonis.white's solution](#)

454.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[antonis.white's solution](#)

455.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[antonis.white's solution](#)

456.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[antonis.white's solution](#)

457.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[antonis.white's solution](#)

458.

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
[antonis.white's solution](#)

459.

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[antonis.white's solution](#)

460.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[antonis.white's solution](#)

461.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[antonis.white's solution](#)

462.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[antonis.white's solution](#)

463.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[antonis.white's solution](#)

464.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[antonis.white's solution](#)

465.

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[antonis.white's solution](#)

466.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[antonis.white's solution](#)

467.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[antonis.white's solution](#)

468.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

469.

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2020-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[antonis.white's solution](#)

470.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

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

[antonis.white's solution](#)

471.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[antonis.white's solution](#)

472.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[antonis.white's solution](#)

473.

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[antonis.white's solution](#)

474.

417A

[Elimination](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 1500 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[antonis.white's solution](#)

475.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[antonis.white's solution](#)

476.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar

[antonis.white's solution](#)

477.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[antonis.white's solution](#)

478.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[antonis.white's solution](#)

479.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[antonis.white's solution](#)

480.

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

[antonis.white's solution](#)

481.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[antonis.white's solution](#)

482.

1299A

[Anu Has a Function](#) · [Tutorial](#)

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

[antonis.white's solution](#)

483.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[antonis.white's solution](#)

484.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[antonis.white's solution](#)

485.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[antonis.white's solution](#)

486.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[antonis.white's solution](#)

487.

1243C

[Tile Painting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[antonis.white's solution](#)

488.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[antonis.white's solution](#)

489.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[antonis.white's solution](#)

490.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[antonis.white's solution](#)

491.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[antonis.white's solution](#)

492.

1213D1

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

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[antonis.white's solution](#)

493.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[antonis.white's solution](#)

494.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[antonis.white's solution](#)

495.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[antonis.white's solution](#)

496.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[antonis.white's solution](#)

497.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[antonis.white's solution](#)

498.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[antonis.white's solution](#)

499.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[antonis.white's solution](#)

500.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[antonis.white's solution](#)

501.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[antonis.white's solution](#)

502.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[antonis.white's solution](#)

503.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[antonis.white's solution](#)

504.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[antonis.white's solution](#)

505.

1781C

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506.

1779C

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507.

1615C

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508.

1609D

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509.

1603B

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510.

1566D2

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511.

1555D

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512.

1530D

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513.

1483A

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514.

1497C2

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515.

1475E

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516.

1468K

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517.

1458A

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518.

1431C

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519.

291C

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520.

1396A

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521.

135B

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522.

1389B

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523.

1371D

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524.

1373D

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525.

935C

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526.

637D

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527.

1364C

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[antonis.white's solution](#)

528.

156B

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529.

305C

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530.

1346D

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Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

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531.

1358C

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532.

373B

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533.

1353D

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534.

1352G

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535.

1344A

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536.

597B

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537.

319A

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538.

1348C

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539.

858D

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540.

272D

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541.

1336A

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542.

1077D

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543.

1056D

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544.

1334C

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545.

380A

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546.

1327C

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547.

1305C

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548.

1291C

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549.

1294D

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550.

1288C

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551.

1284C

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552.

1255C

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553.

1243B2

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554.

1225C

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555.

1223C

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556.

1238C

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Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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557.

1234D

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558.

1213D2

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559.

1217B

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560.

2178D

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561.

2161B

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562.

2159A

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563.

2150B

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564.

2122C

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565.

2039D

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566.

1982D

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567.

1930C

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568.

1916D

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569.

1896D

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Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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570.

1868B1

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571.

1810D

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572.

1799C

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573.

1779D

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574.

1684D

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575.

1672D

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[antonis.white's solution](#)

576.

1586C

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[antonis.white's solution](#)

577.

1571E

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578.

1557C

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579.

1554B

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580.

1550C

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581.

1497E1

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582.

1491C

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583.

1474C

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584.

1473D

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585.

1467B

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586.

1468D

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587.

1468F

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588.

1453C

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589.

1434B

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590.

276D

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[antonis.white's solution](#)

591.

1406C

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592.

1295B

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593.

1400B

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[antonis.white's solution](#)

594.

1381A2

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Quality: 14,325 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

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595.

101B

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596.

644B

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597.

498A

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Quality: 6,876 global accepts · Rating: 1700 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

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598.

1368D

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599.

1365D

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600.

1361A

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601.

627B

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[antonis.white's solution](#)

602.

747E

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[antonis.white's solution](#)

603.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[antonis.white's solution](#)

604.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[antonis.white's solution](#)

605.

978G

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Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[antonis.white's solution](#)

606.

827A

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Quality: 4,332 global accepts · Rating: 1700 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings
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607.

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
[antonis.white's solution](#)

608.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[antonis.white's solution](#)

609.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[antonis.white's solution](#)

610.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[antonis.white's solution](#)

611.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

612.

923A

[Primal Sport](#) · [Tutorial](#)

Quality: 5,419 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[antonis.white's solution](#)

613.

582A

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Quality: 8,346 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[antonis.white's solution](#)

614.

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

[antonis.white's solution](#)

615.

1023D

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Quality: 4,282 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[antonis.white's solution](#)

616.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[antonis.white's solution](#)

617.

691D

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Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[antonis.white's solution](#)

618.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[antonis.white's solution](#)

619.

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

[antonis.white's solution](#)

620.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[antonis.white's solution](#)

621.

1324E

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Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[antonis.white's solution](#)

622.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[antonis.white's solution](#)

623.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[antonis.white's solution](#)

624.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[antonis.white's solution](#)

625.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[antonis.white's solution](#)

626.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[antonis.white's solution](#)

627.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[antonis.white's solution](#)

628.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[antonis.white's solution](#)

629.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[antonis.white's solution](#)

630.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[antonis.white's solution](#)

631.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[antonis.white's solution](#)

632.

1910D

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Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[antonis.white's solution](#)

633.

1870D

[Prefix Purchase](#) · [Tutorial](#)

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

[antonis.white's solution](#)

634.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[antonis.white's solution](#)

635.

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[antonis.white's solution](#)

636.

1769D1

[A,3D0C! CT2D6BCαC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp

[antonis.white's solution](#)

637.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[antonis.white's solution](#)

638.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[antonis.white's solution](#)

639.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
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640.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
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641.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[antonis.white's solution](#)

642.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[antonis.white's solution](#)

643.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math
[antonis.white's solution](#)

644.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.5 (first AC) · Tags: *special, implementation
[antonis.white's solution](#)

645.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[antonis.white's solution](#)

646.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[antonis.white's solution](#)

647.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[antonis.white's solution](#)

648.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[antonis.white's solution](#)

649.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[antonis.white's solution](#)

650.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[antonis.white's solution](#)

651.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[antonis.white's solution](#)

652.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[antonis.white's solution](#)

653.

1488B

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Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

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654.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[antonis.white's solution](#)

655.

1475D

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

[antonis.white's solution](#)

656.

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

[antonis.white's solution](#)

657.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[antonis.white's solution](#)

658.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[antonis.white's solution](#)

659.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[antonis.white's solution](#)

660.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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661.

245H

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662.

675D

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[antonis.white's solution](#)

663.

652C

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Quality: 3,759 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings, two pointers

[antonis.white's solution](#)

664.

1396B

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Quality: 12,934 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[antonis.white's solution](#)

665.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[antonis.white's solution](#)

666.

1388C

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

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[antonis.white's solution](#)

667.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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668.

1133E

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Quality: 6,442 global accepts · Rating: 1800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers
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669.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings
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670.

167B

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

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
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671.

772B

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Quality: 3,478 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[antonis.white's solution](#)

672.

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, greedy, implementation
[antonis.white's solution](#)

673.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[antonis.white's solution](#)

674.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math
[antonis.white's solution](#)

675.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[antonis.white's solution](#)

676.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
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677.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,160 global accepts · Rating: 1800 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities
[antonis.white's solution](#)

678.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory
[antonis.white's solution](#)

679.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[antonis.white's solution](#)

680.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
[antonis.white's solution](#)

681.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[antonis.white's solution](#)

682.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[antonis.white's solution](#)

683.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[antonis.white's solution](#)

684.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[antonis.white's solution](#)

685.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings
[antonis.white's solution](#)

686.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[antonis.white's solution](#)

687.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[antonis.white's solution](#)

688.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math,

number theory

[antonis.white's solution](#)

689.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[antonis.white's solution](#)

690.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[antonis.white's solution](#)

691.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[antonis.white's solution](#)

692.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[antonis.white's solution](#)

693.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[antonis.white's solution](#)

694.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[antonis.white's solution](#)

695.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[antonis.white's solution](#)

696.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[antonis.white's solution](#)

697.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[antonis.white's solution](#)

698.

1329A

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

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

[antonis.white's solution](#)

699.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[antonis.white's solution](#)

700.

1327E

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714.

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715.

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724D

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1799D1

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1365E

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377B

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597C

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771.

294C

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1144E

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777.

111B

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1342D

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780.

893D

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782.

757C

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783.

223B

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784.

1119E

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1153D

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786.

404D

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787.

1163C2

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788.

490D

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488B

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1328E

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792.

1305D

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566D

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794.

1294E

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795.

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796.

1285D

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797.

1259E

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798.

1265D

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799.

1245D

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800.

1213E

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801.

1208D

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802.

1214D

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803.

1178E

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804.

2178E

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805.

2138C2

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806.

1951E

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807.

1905D

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808.

1910F

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809.

1867E1

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810.

720A

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811.

1764D

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812.

1725C

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813.

1726D

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814.

1696E

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815.

1685B

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816.

1672F1

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817.

1599C

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818.

1571F

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819.

1566E

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820.

1558C

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821.

367C

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822.

954E

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823.

954G

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824.

1506F

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825.

1514D

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826.

1458B

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827.

1214E

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828.

1427D

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829.

1427C

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830.

1408D

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831.

475D

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832.

1416C

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833.

75D

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834.

63E

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835.

1142B

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836.

863E

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837.

474E

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838.

1391D

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839.

1388D

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840.

891B

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841.

797E

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842.

659F

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843.

777E

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844.

629D

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845.

1304E

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846.

113B

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847.

413D

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848.

494B

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849.

899E

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850.

1061D

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851.

400D

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852.

893E

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853.

1359E

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854.

1359D

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855.

615C

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856.

522D

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857.

633D

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858.

1209E1

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859.

1344B

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860.

792C

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861.

920F

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862.

758D

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863.

609D

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864.

27E

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865.

940E

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866.

1301D

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867.

1294F

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868.

1257E

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869.

2161D

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870.

2159B

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871.

2150C

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872.

2127E

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[antonis.white's solution](#)

873.

1919D

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Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[antonis.white's solution](#)

874.

1910E

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[antonis.white's solution](#)

875.

1896E

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876.

1525E

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Quality: 2,447 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers
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877.

1863E

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878.

1810E

[Monsters](#) · [Tutorial](#)

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879.

1799D2

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
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880.

1575L

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881.

1725F

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Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, sortings
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882.

1684E

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883.

1667B

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884.

1599H

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885.

1555E

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886.

862E

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887.

1530E

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888.

496E

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889.

1252G

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890.

767D

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891.

1511E

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[antonis.white's solution](#)

892.

1510D

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893.

821E

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895.

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1450C1

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902.

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489F

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768E

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474F

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916.

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918.

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414C

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1108E2

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1343E

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1217D

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1909F1

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1867E2

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948.

1769D2

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1575H

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1567E

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1557D

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1398E

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961.

369E

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70C

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964.

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965.

1520G

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966.

1488E

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1474D

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968.

1467D

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969.

1468H

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1468A

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979D

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972.

813E

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973.

1168C

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427D

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13C

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979.

785E

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301D

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1373E

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984.

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987.

555C

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988.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[antonis.white's solution](#)

989.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings
[antonis.white's solution](#)

990.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry
[antonis.white's solution](#)

991.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[antonis.white's solution](#)

992.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[antonis.white's solution](#)

993.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[antonis.white's solution](#)

994.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[antonis.white's solution](#)

995.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[antonis.white's solution](#)

996.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[antonis.white's solution](#)

997.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[antonis.white's solution](#)

998.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, probabilities
[antonis.white's solution](#)

999.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[antonis.white's solution](#)

1000.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[antonis.white's solution](#)

1001.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[antonis.white's solution](#)

1002.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[antonis.white's solution](#)

1003.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[antonis.white's solution](#)

1004.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[antonis.white's solution](#)

1005.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[antonis.white's solution](#)

1006.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[antonis.white's solution](#)

1007.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[antonis.white's solution](#)

1008.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[antonis.white's solution](#)

1009.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[antonis.white's solution](#)

1010.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[antonis.white's solution](#)

1011.

1781E

[Rectangle Shrinking](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[antonis.white's solution](#)

1012.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[antonis.white's solution](#)

1013.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[antonis.white's solution](#)

1014.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[antonis.white's solution](#)

1015.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[antonis.white's solution](#)**1016.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[antonis.white's solution](#)**1017.**

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[antonis.white's solution](#)**1018.**

1548D1

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

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

[antonis.white's solution](#)**1019.**

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[antonis.white's solution](#)**1020.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

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

[antonis.white's solution](#)**1021.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[antonis.white's solution](#)**1022.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[antonis.white's solution](#)**1023.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[antonis.white's solution](#)**1024.**

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[antonis.white's solution](#)

1025.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[antonis.white's solution](#)

1026.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[antonis.white's solution](#)

1027.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[antonis.white's solution](#)

1028.

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

[antonis.white's solution](#)

1029.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[antonis.white's solution](#)

1030.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[antonis.white's solution](#)

1031.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[antonis.white's solution](#)

1032.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[antonis.white's solution](#)

1033.

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

[antonis.white's solution](#)

1034.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[antonis.white's solution](#)

1035.

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

[antonis.white's solution](#)

1036.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[antonis.white's solution](#)

1037.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[antonis.white's solution](#)

1038.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[antonis.white's solution](#)

1039.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[antonis.white's solution](#)

1040.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[antonis.white's solution](#)

1041.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[antonis.white's solution](#)

1042.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[antonis.white's solution](#)

1043.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, math

[antonis.white's solution](#)

1044.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[antonis.white's solution](#)

1045.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math
[antonis.white's solution](#)

1046.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[antonis.white's solution](#)

1047.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[antonis.white's solution](#)

1048.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[antonis.white's solution](#)

1049.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[antonis.white's solution](#)

1050.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[antonis.white's solution](#)

1051.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[antonis.white's solution](#)

1052.

1575M

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

Quality: 357 global accepts · Rating: 2400 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[antonis.white's solution](#)

1053.

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[antonis.white's solution](#)

1054.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[antonis.white's solution](#)

1055.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[antonis.white's solution](#)

1056.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[antonis.white's solution](#)

1057.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[antonis.white's solution](#)

1058.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[antonis.white's solution](#)

1059.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[antonis.white's solution](#)

1060.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[antonis.white's solution](#)

1061.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, probabilities
[antonis.white's solution](#)

1062.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[antonis.white's solution](#)

1063.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[antonis.white's solution](#)

1064.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[antonis.white's solution](#)

1065.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry,

implementation, sortings

[antonis.white's solution](#)

1066.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[antonis.white's solution](#)

1067.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[antonis.white's solution](#)

1068.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[antonis.white's solution](#)

1069.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[antonis.white's solution](#)

1070.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[antonis.white's solution](#)

1071.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[antonis.white's solution](#)

1072.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[antonis.white's solution](#)

1073.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[antonis.white's solution](#)

1074.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[antonis.white's solution](#)

1075.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[antonis.white's solution](#)

1076.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[antonis.white's solution](#)

1077.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-01-11 · last AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[antonis.white's solution](#)

1078.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[antonis.white's solution](#)

1079.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[antonis.white's solution](#)

1080.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2022-12-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[antonis.white's solution](#)

1081.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[antonis.white's solution](#)

1082.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[antonis.white's solution](#)

1083.

1725E

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

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[antonis.white's solution](#)

1084.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[antonis.white's solution](#)

1085.

1586F

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

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[antonis.white's solution](#)

1086.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[antonis.white's solution](#)

1087.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[antonis.white's solution](#)

1088.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[antonis.white's solution](#)

1089.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[antonis.white's solution](#)

1090.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[antonis.white's solution](#)

1091.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu

[antonis.white's solution](#)

1092.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[antonis.white's solution](#)

1093.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[antonis.white's solution](#)

1094.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[antonis.white's solution](#)

1095.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[antonis.white's solution](#)

1096.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[antonis.white's solution](#)

1097.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[antonis.white's solution](#)

1098.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[antonis.white's solution](#)

1099.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[antonis.white's solution](#)

1100.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[antonis.white's solution](#)

1101.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[antonis.white's solution](#)

1102.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-17 · last AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[antonis.white's solution](#)

1103.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures

[antonis.white's solution](#)

1104.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[antonis.white's solution](#)

1105.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[antonis.white's solution](#)

1106.

1394C

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

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

[antonis.white's solution](#)

1107.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[antonis.white's solution](#)

1108.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[antonis.white's solution](#)

1109.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[antonis.white's solution](#)

1110.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[antonis.white's solution](#)

1111.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[antonis.white's solution](#)

1112.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[antonis.white's solution](#)

1113.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[antonis.white's solution](#)

1114.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[antonis.white's solution](#)

1115.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[antonis.white's solution](#)

1116.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-06-16 · last AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[antonis.white's solution](#)

1117.

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-16 · last AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation
[antonis.white's solution](#)

1118.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[antonis.white's solution](#)

1119.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
[antonis.white's solution](#)

1120.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers
[antonis.white's solution](#)

1121.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[antonis.white's solution](#)

1122.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[antonis.white's solution](#)

1123.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive
[antonis.white's solution](#)

1124.

1989F

[Simultaneous Coloring](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs
[antonis.white's solution](#)

1125.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[antonis.white's solution](#)

1126.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-11-04 · last AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar

[antonis.white's solution](#)

1127.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[antonis.white's solution](#)

1128.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: games

[antonis.white's solution](#)

1129.

414E

[Mashmokh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[antonis.white's solution](#)

1130.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[antonis.white's solution](#)

1131.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[antonis.white's solution](#)

1132.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2020-09-16 · last AC: 2025-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[antonis.white's solution](#)

1133.

105972B

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · last AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[antonis.white's solution](#)

1134.

105972K

[Formal Condition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[antonis.white's solution](#)

1135.

105972I

[A to B](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[antonis.white's solution](#)

1136.

105972M

[Madoka and The Olympiad in Novosibirsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1137.

105972H

[A5C0C0C0:C 0C >C05CÄ5C0BC](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1138.

105972J

[B,,UDTäC BC0>CR ACä1CTACT4Cä2C =C,,5](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1139.

105972F

[A0C0\\$5D,,5D BC\\$8CR ?Cä CC08C\\$5D AC,,BCTBD0](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1140.

105972D

[A`5CäFC,,8 C" \\$5Tä5T•](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1141.

105972E

[B`00Ä>C`5D\\$K-D 0CÄ>C`5D\\$K](#)

Rating: — · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1142.

105972G

[A 5D0C0D =C O D 0C >D\\$0 D ?C <D0BDÄN](#)

Rating: — · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1143.

105972L

[Sasha and the Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1144.

105972A

[Photos in Flight](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1145.

105972C

[Bitwise Characteristic of a Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1146.

105562I

[It's a Kind of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1147.

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1148.

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[antonis.white's solution](#)

1149.

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1150.

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1151.

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[antonis.white's solution](#)

1152.

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1153.

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1154.

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1155.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[antonis.white's solution](#)

1156.

105562A

[Alphabetical Aristocrats](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1157.

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1158.

105537D

[Defective Script](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1159.

105537L

[Longest Common Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1160.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1161.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1162.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1163.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1164.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1165.

105449K

[AD@012Cà 6C,,7CÔ8](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1166.

105449J

[AÄ=0à3Cà 8C4@](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1167.

105449D

[BT>DtsDj8CR @C ACα@C ACα8 6](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1168.

105449H

[Br·+B](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1169.

105449F

[A0A0A0](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1170.

105449I

[A0@C0AD\\$0D0 7C 4C GC 4C`O C`NC 8D\\$5C`5C•](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1171.

105449G

[B 10\(50\),2C =C,,5 CÄ0D AC,,2Cä2](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1172.

105449A

[B :C 0 C,;C, =CR AC#8Cö](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1173.

105449E

[A5C0C0C0:C :Cä;D°](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1174.

105449B

[AäBC40CD0C' AD\\$@Cä:D0](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1175.

105449L

[A\\$K04>CD=D`9 C0@CäFCT=D](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[antonis.white's solution](#)

1176.

10124103

[Dirtree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1177.

10124104

[B & gG' —6öÖ÷' †—6D](#) [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1178.

10124107

[James Bond](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1179.

10124108

[Sorting the photos](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1180.

10124106

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1181.

10124102

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1182.

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1183.

104619H

[Heap Structure](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[antonis.white's solution](#)

1184.

104619C

[Cutting into Monotone Increasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[antonis.white's solution](#)

1185.

104619F

[Finding Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1186.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[antonis.white's solution](#)

1187.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1188.

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1189.

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1190.

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1191.

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1192.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1193.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1194.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1195.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1196.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1197.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[antonis.white's solution](#)

1198.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1199.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1200.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1201.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1202.

104012I

[IQ Game](#) · [Tutorial](#)Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)**1203.**

104012L

[Limited Swaps](#) · [Tutorial](#)Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)**1204.**

104012N

[New Time](#) · [Tutorial](#)Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)**1205.**

104012C

[Computer Network](#) · [Tutorial](#)Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)**1206.**

104012A

[Absolutely Flat](#) · [Tutorial](#)Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)**1207.**

1662N

[Drone Photo](#) · [Tutorial](#)Quality: 933 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[antonis.white's solution](#)**1208.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)Quality: 1,332 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[antonis.white's solution](#)**1209.**

1662O

[Circular Maze](#) · [Tutorial](#)Quality: 1,592 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[antonis.white's solution](#)**1210.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)Quality: 2,468 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[antonis.white's solution](#)**1211.**

1662F

[Antennas](#) · [Tutorial](#)Quality: 1,245 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[antonis.white's solution](#)**1212.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[antonis.white's solution](#)

1213.

1662D

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

Quality: 2,155 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[antonis.white's solution](#)

1214.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[antonis.white's solution](#)

1215.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[antonis.white's solution](#)

1216.

100133M

[B5DD@CT=](#)

Rating: — · first AC: 2021-12-07 · last AC: 2021-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1217.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1218.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1219.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1220.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1221.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1222.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1223.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1224.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1225.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1226.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1227.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1228.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1229.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1230.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1231.

101741G

[Berland Post](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1232.

101741D

[Elevator](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1233.

101741K

[Consistent Occurrences](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1234.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1235.

101741C

[Cover the Paths](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1236.

101741A

[Three Arrays](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1237.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1238.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1239.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1240.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1241.

102861N

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1242.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1243.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1244.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1245.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1246.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1247.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1248.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1249.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1250.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1251.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1252.

101611A

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

Rating: — · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1253.

100519H

[Holes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1254.

100519G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1255.

100519A

[Advanced 2048](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1256.

100519C

[CIA Datacenter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1257.

100519F

[Friends](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1258.

100519E

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1259.

100519B

[Bring Your Own Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1260.

100519D

[Do it Right!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1261.

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1262.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[antonis.white's solution](#)

1263.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[antonis.white's solution](#)

1264.

1531E1

[B 5D B C,, @ Cä2C=0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special

[antonis.white's solution](#)

1265.

1531D

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

Quality: 370 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[antonis.white's solution](#)

1266.

1531C

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

Quality: 659 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, constructive algorithms, dp

[antonis.white's solution](#)

1267.

1531B2

[AÄ=CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[antonis.white's solution](#)

1268.

1531B1

[A½\\$>D 8C](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: *special

[antonis.white's solution](#)

1269.

1531A

[A0T@iicolor](#)

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

[antonis.white's solution](#)

1270.

100123A

[Bਬ BC,,GC�KCR C�t>D K](#)

Rating: — · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1271.

396C

[On Changing Tree](#) · Tutorial

Quality: 1,806 global accepts · Rating: — · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[antonis.white's solution](#)

1272.

101950B

[AŒŒ' 1C](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1273.

102644F

[Min Path](#) · Tutorial

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

[antonis.white's solution](#)

1274.

102644I

[Count Paths Queries](#) · Tutorial

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

[antonis.white's solution](#)

1275.

102644H

[String Mood Updates](#) · Tutorial

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

[antonis.white's solution](#)

1276.

102644G

[Recurrence With Square](#) · Tutorial

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

[antonis.white's solution](#)

1277.

102644E

[Knight Paths](#) · Tutorial

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

[antonis.white's solution](#)

1278.

102644D

[Count Paths](#) · Tutorial

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

[antonis.white's solution](#)

1279.

102644C

[Fibonacci](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1280.

102644B

[String Mood](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1281.

102644A

[Random Mood](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1282.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1283.

102694F

[The Lorax](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1284.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1285.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1286.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1287.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1288.

102399H

[BD>C#CD A CD5C'5CÔ8CT< C, CCÄ=Cä6CT=C,,5CÀ](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1289.

102399B

[A:8Dt=CäAD\\$ L D,,8D >C#8DR 2Ct3C' OCD>C](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1290.

102399E

[write me!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1291.

102399F

[XOR D,8DD@ Cä2C =C,,5](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1292.

102399J

[A,5C0aD4@D :CäBC,,:Cä2](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1293.

102399C

[A,,20#D4HC#0-CD CD 0Dt>Cç 8 D\\$5Cä@C,,O C\\$5D >DôBCÔ>D BCT9](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1294.

102399L

[AD>DriaC4>C' HC#0D@](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1295.

102399D

[AD>DriaC48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1296.

102399G

[B,5C1kCR BCäGC#8](#)

Rating: — · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1297.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-21 · Q# (first AC) · Tags: *special

[antonis.white's solution](#)

1298.

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1299.

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · Python 3 (first AC) · Tags: —

[antonis.white's solution](#)

1300.

102556H

[Riana and Humongous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[antonis.white's solution](#)

1301.

102556G

[Riana and Gallant Guards](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1302.

102556C

[Riana and Commute](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1303.

102556B

[Riana and the Blind Date](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1304.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1305.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1306.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1307.

101612C

[Consonant Fencity](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1308.

101612L

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

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1309.

101612I

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

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1310.

101612B

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

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1311.

101612A

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

Rating: — · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1312.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1313.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1314.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1315.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1316.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1317.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1318.

101807C

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

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1319.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1320.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1321.

100100B

[B](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1322.

100100C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1323.

100232D

[D · Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1324.

100232C

[C · Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1325.

100232A

[A · Tutorial](#)

Rating: — · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1326.

101652V

[Long Long Strings · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1327.

101652T

[Security Badge · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1328.

101652W

[Grid Coloring · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1329.

101652R

[Straight Shot · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1330.

101652S

[Purple Rain · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1331.

101652P

[Fear Factoring · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1332.

101652X

[Star Arrangements · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1333.

101652Q

[Halfway · Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1334.

101652U

[Unloaded Die](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1335.

101652O

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1336.

101652Y

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1337.

101652Z

[Forbidden Zero](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1338.

101652N

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1339.

101431C

[Vera and Canada Day](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[antonis.white's solution](#)

1340.

101431B

[Vera and Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[antonis.white's solution](#)

1341.

101431D

[Vera and Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1342.

101431A

[Vera and ABCDE](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1343.

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[antonis.white's solution](#)

1344.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1345.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1346.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1347.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1348.

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1349.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1350.

100065D

[Suggester](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1351.

100065A

[Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1352.

100065B

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1353.

101353F

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

Rating: — · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1354.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1355.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1356.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1357.

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1358.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1359.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1360.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[antonis.white's solution](#)

1361.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[antonis.white's solution](#)

1362.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[antonis.white's solution](#)

1363.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[antonis.white's solution](#)

1364.

101551D

[A0;CäE C O CÄ=Cä3Cä7C 4C GCÔ>D BDÀ](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1365.

101551E

[B-00t1G,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1366.

101551G

[A0;CäE C,,=C4ACÄ0CÔ>C](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1367.

100600G

[B\\$C0id4;CT=D\\$=CäAD\\$L](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1368.

100600I

[B2 ;DäCä9 CÄ0C48C, 5D BDÄ AC\\$>Dò FCT=C](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1369.

100600H

[Bö7DütPñl](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1370.

100600F

[B·@CT4C,,7CT<DÄ5 C" >Cö0D =CäAD\\$8](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1371.

100600D

[ÄÄ0f5CÖLCα>CR =Cä2CäACT;DÄ5](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1372.

100600C

[B↳DdäCö@CäA](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1373.

100600B

[ABC · Tutorial](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1374.

100600E

[A7Cä@Cä2D´9 D >CĐ](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1375.

100600A

[AÖ>C\\$0Dò =C 4CT6CD0](#)

Rating: — · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1376.

100124H

[Aö>Cä@D´BC,,5 CD>CÄ8CÖ>D,,:C <C,Ó](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1377.

100124G

[Aö>Cä@D´BC,,5 CD>CÄ8CÖ>D,,:C <C€](#)

Rating: — · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1378.

100124E

[A 5048D5D :Cä5 CD5D 5C\\$>](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1379.

100124F

[B 5D\\$e!](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1380.

100124C

[A@Cä4C 2CTF C :C\\$0D 8D4<Cä2](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1381.

100124B

[A 5D 5C Ô:C](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1382.

102096G

[Golden problem · Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1383.

102096E

[Easy problem · Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1384.

102096H

[Honey cake problem · Tutorial](#)

Rating: — · first AC: 2020-03-28 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1385.

102096F

[Flat problem · Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1386.

102096C

[Car showroom problem · Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1387.

102096D

[Dice problem · Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1388.

102096A

[Appetizing problem · Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1389.

102096B

[Bekarys' problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1390.

100194A

[AÄ0048Df5D :Cä5 C\\$KD 0Cd5CÔ8CP](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1391.

100194B

[BÜD?C,,AC =C,,5](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1392.

101788L

[Xor D,ÜDrisC](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1393.

101788I

[BÖAD\\$ÖDD5D\\$0](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1394.

101788H

[Captcha](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1395.

101788C

[B4C\\$äCT=C,,5 Cö@Dô<CäCC4>C`LCÔ8C#>C](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1396.

101788F

[K-pop](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1397.

101788B

[A=8D\\$0C”AC=8CR :Cä=DD5D\\$K](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1398.

101788G

[B,8DD@Cä2C =CÔKC’ :C ;DÄ:D4;DôBCä@](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1399.

101788E

[A 1D\\$0C ;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1400.

101788A

[B T0010,,5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1401.

100419H

[A,3000!](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1402.

100419A

[At<CT9C0!18+](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1403.

100419G

[B BD0C#BD4@C](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1404.

100419E

[A300E@CT4DÀ](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1405.

100419C

[XOR · Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1406.

100419B

[B 2Cä?!](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1407.

101293D

[A=0010Cç C 3C @C,,=C](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1408.

101293H

[BTBorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1409.

101293C

[B BD50#8 BD8C >CÔ0DtGC€](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1410.

101293F

[A#CÔAD\\$@D°](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1411.

101293E

[A.,3D0i@ 3D ODD>CÀ](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1412.

101293A

[AD5DT6C@BDÂ AD\\$@Câ9 - 3](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1413.

101293G

[BD×D\\$-C4@C DC,,O](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1414.

101293B

[ASKD@Cd5CÔ8CP](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1415.

102134E

[Kth subtree · Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1416.

102134C

[Maya's message · Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1417.

102134B

[Traveling Salesman Problem · Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1418.

102134H

[3XOR · Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1419.

102136H

[Tourist Agency · Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1420.

102136J

[Restore the sequence · Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1421.

102136E

[Sweet motivation · Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1422.

102136B

[Even answer](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1423.

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

[antonis.white's solution](#)

1424.

1319D

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

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

[antonis.white's solution](#)

1425.

1319C

[Remove Adjacent](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1426.

1319B

[Journey Planning](#) · [Tutorial](#)

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

[antonis.white's solution](#)

1427.

1319A

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

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

[antonis.white's solution](#)

1428.

101510B

[Biology](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1429.

101510C

[Computer Science](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1430.

101510A

[Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1431.

100146F

[BTT000@](#)

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1432.

100146C

[BTT000@](#)

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1433.

100146A

[ABC C ;CÄ5D 0](#)

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1434.

101606L

[Lizard Lounge](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1435.

101606E

[Education](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1436.

101606F

[Flipping Coins](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1437.

101606A

[Alien Sunset](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1438.

101606D

[Deranging Hat](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1439.

101606C

[Cued In](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1440.

101606J

[Just A Minim](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1441.

101606I

[I Work All Day](#) · Tutorial

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1442.

1020862

[AçöçfäD`5 Cα2C 4D 0D\\$K](#)

Rating: — · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1443.

1020906

[A,,=D\\$D 2C ;DÄ=D`5 D\\$@CT=C,,@Cä2Cα8](#)

Rating: — · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1444.

101639B

[A: F Cöa C4>CD5](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1445.

101639C

[AÄ×CÔBC 6](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1446.

101639A

[BD00i0CDK](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1447.

101638D

[Aö×D B CT?CT=CÔ>D BDÀ](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1448.

101638C

[AäGCTeDÂ AC#>D >D BCÔ>C' BD 0CÄ2C 9](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1449.

101638B

[B\\$×Döa =C :C @D\\$5](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1450.

101638A

[B BCÄ2Cä;D°](#)

Rating: — · first AC: 2020-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1451.

1017132

[A#ZC4D 0D\\$K C, :D41D°](#)

Rating: — · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1452.

1017131

[B4D4GD,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1453.

101949G

[A4×CÔaC, =C :Cä;CTACÔ8Dd0DP](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1454.

101949B

[AD=0T2CÔ5C4@CTGCTAC#0Dò <C HC,,=C](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1455.

101949A

[A5Ct4C =C,,5 C@D'A](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1456.

101949E

[A@046Cä: D BD 5C`LC K](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1457.

101949H

[A,,3D0iC" AD\\$@Cä:C€](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1458.

101949C

[B BCt@0,,: C, HC ECÄ0D\\$=C O CD>D :C](#)

Rating: — · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1459.

102440B

[A65D5D BC =Cä2C=C CÔ0 C6@Cä:C GC=C](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1460.

102440C

[A + B = C · Tutorial](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1461.

102443H

[Planet Nine · Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1462.

102443I

[Dates · Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1463.

102443F

[Isosceles triangles · Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1464.

102443A

[Attractive Flowers · Tutorial](#)

Rating: — · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1465.

102420A

[AtUc4@ Cä1CäFC\\$5D\\$0CÄ8](#)

Rating: — · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1466.

101820B

[A=0D BcäGCÔ0Dò 8C4@C](#)

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

[antonis.white's solution](#)

1467.

101733C

[Beautiful Tables](#) · Tutorial

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1468.

101733B

[Permutation Recovery](#) · Tutorial

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1469.

101733A

[Lottery](#) · Tutorial

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1470.

102023B

[B=00f0DB 8 C @C,,DCÄ5D\\$8C#0](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1471.

102023H

[A=0D Bc 8](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1472.

102023F

[B4=C,0D\\$>Cd5CÔ8CR 4D >CÔ>C](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1473.

102023E

[AD#0Di8C 2C#0](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1474.

102023C

[A 8D\\$#C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1475.

102023A

[B\\$0C#0,,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1476.

102025G

[A=0C0ä9 D\\$2C @C, ò ?Cä ?C @CP](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1477.

102025D

[AÖNDTC, 2 CÄ8CÔ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1478.

102025E

[BD>D\\$D >C >D" D 8CÔÔ4CRÔ C ;DÄ4C](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1479.

102025C

[AD>C@D`E D =Cä2](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1480.

102025A

[B TÖä@ D BCä@Cä=CÔ8Cä>C](#)

Rating: — · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1481.

102025H

[AÖNDT;C€](#)

Rating: — · first AC: 2019-10-26 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1482.

101979A

[LinkedList's Bizarre Adventure · Tutorial](#)

Rating: — · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1483.

101979K

[ATC8D 8CÔB](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1484.

101979I

[A4=Cä<DÄ D,;Dô?D² 8 DÔ:D BD 0D 5CÔACä@CÔKCR ACô>D >C =CäAD\\$8](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1485.

101979L

[AD8Cä@Cä<D°](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1486.

101979F

[B4@C2CÔ5CÔ8Dò <C BCT<C BC,,GCTACä>C' <C 3C,,8](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1487.

101979C

[AäFD46DÔBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1499.

102375B

[A 5001D,,8CR ?CT@CT<CT=D°](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1500.

102375A

[A @C,|DÄ5D\\$8Df5D :C O CÄ0C48Dö](#)

Rating: — · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1501.

100181I

[B|B0C#C,,GCTAC#8CR AD4DDD8C#AD°](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1502.

100181H

[Aö@T0>0 @C 7Cä2C =C,,5 D BD >C#>C\\$KDR DD4=C#FC,,9: Cä1D 0D\\$=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1503.

100181F

[B @C 2CÔ5CÔ8Dò ?Cä4D BD >C](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1504.

100181D

[A 50018CÔ4D >CÄK](#)

Rating: — · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1505.

100181C

[B T0C,|,GCÔKCR ?Cä4D BD >C#8](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1506.

100181G

[Aö@T0>0 @C 7Cä2C =C,,5 D BD >C#>C\\$KDR DD4=C#FC,,9](#)

Rating: — · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1507.

100181B

[AD0000 D BD >C#0](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1508.

100181A

[AÔ5CÔ#C#:D2 ,,?D >D BC O\)](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1509.

101939E

[B\\$>D|B](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1510.

101939H

[AäGCT@CT4DÂ 2 C=0D AD°](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1511.

101939F

[AD@D43 C,,;C, 2D 0C0](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1512.

101939C

[A00f8CÔ4D >CÄ=D´5 D ;C 3C 5CÄKCP](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1513.

101939G

[A00DäC´L](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1514.

101939D

[A5C45´LCÔKC´ <C 3C 7C,,=](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1515.

101939B

[A5C00BD >C´LCÔ0Dđ](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1516.

101939A

[A7Cä8Ct2Cä4D BC\\$> C=5C=ACä2](#)

Rating: — · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1517.

102330B

[A67C7CD:C =C >C´8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1518.

102330A

[AD>C=8Cä@ A 9C >C´8D](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1519.

102032C

[Innoforest · Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1520.

102032B

[Squarow · Tutorial](#)

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1521.

102032A

[Innohorse](#) · Tutorial

Rating: — · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1522.

101967E

[B70a66](#) · [ÔKCR 7C 4C GC€](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1523.

101967D

[Ad50656t=D'5 CD>D >C48 A 5D ;Dô=CD8C€](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1524.

101967A

[AS000C, ?C,,ADÄ<Cà](#)

Rating: — · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1525.

100853L

[B\\$000 C, :CÔ8Cd5Dt:C€](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1526.

100853J

[AÔ0D,0D;D46C 0 C, >Cô0D =C 8 D\\$@D44CÔ0](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1527.

100853I

[Aã3D 0C ;CT=C,,5 C\\$5C=0](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1528.

100853F

[B,T>0C>C'0CD:C](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1529.

100853A

[Ae;D40 D16CR =CR 0CÔ>CÔ8CÄ=D'E Cò@Cä3D 0CÄ<C,,AD\\$>C](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1530.

100853H

[B:5D20j 8 CäAC`K](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1531.

100853G

[AD20ä@Cä2D'9 DDCD\\$1Cä; C" !C <C @CP](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1532.

100853E

[B5D\\$@C,,A](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1533.

100853D

[A@C@10 4DÂ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1534.

100853C

[A@C@1 C'5CÄK B BC @CäAD\\$K](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1535.

100853B

[B 70dCä5 Ct2CT=Cà](#)

Rating: — · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1536.

102154B

[Decryption · Tutorial](#)

Rating: — · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1537.

101187B

[A 2D\\$@C CD](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1538.

101187A

[A@C@1 D\\$KCR AC'8D\\$C€](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1539.

1020861

[AD20r18Ct<CT@CT=C,,O](#)

Rating: — · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1540.

1020905

[A050r1A C@C 2CÔKC' <C @D >DT>C@](#)

Rating: — · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1541.

102052A

[The Game · Tutorial](#)

Rating: — · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1542.

101636G

[A000r1A](#)

Rating: — · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1543.

101636M

[A\\$D AD\\$0CÔ>C\\$;CT=C,,5 Cô>D ;CT4Cä2C BCT;DÄ=CäAD\\$8](#)

Rating: — · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)

1544.

101636A

[B\\$C0i8Ct<](#)

Rating: — · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[antonis.white's solution](#)