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Unique solved — bernardo_amorim

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

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Count: 1,880

- 1.**
1816A
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1765B
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[bernardo_amorim's solution](#)
- 3.**
1760B
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- 4.**
1760A
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- 5.**
1780A
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- 6.**
1725A
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- 7.**
1669C
[Odd/Even Increments](#) · [Tutorial](#)
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- 8.**
1669B
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- 9.**
1669A
[Division?](#) · [Tutorial](#)
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10.

791A

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11.

1556A

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12.

1644B

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13.

1644A

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14.

1627A

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Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
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15.

1625A

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16.

1624A

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17.

1621A

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18.

1623A

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19.

1622A

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20.

1592A

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greedy, math, sortings

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21.

1591A

[Life of a Flower](#) · [Tutorial](#)

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22.

1608A

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23.

1598A

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24.

1594A

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25.

1567A

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26.

1550A

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27.

1542A

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28.

1539B

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29.

1534A

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30.

1535A

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31.

1536A

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32.

1523A

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33.

1527A

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34.

1492A

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35.

1517A

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36.

1487A

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37.

620A

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38.

731A

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39.

615A

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40.

701A

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41.

1481A

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42.

609A

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43.

490A

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44.

1468E

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45.

599A

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46.

581A

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47.

1466B

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

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48.

1466A

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49.

1006A

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50.

1005A

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51.

1003A

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52.

999A

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53.

988A

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54.

978B

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55.

978A

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56.

898A

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57.

977A

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58.

551A

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59.

546A

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60.

540A

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61.

1250F

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62.

1405A

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63.

1400A

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64.

1388A

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65.

1389A

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66.

1382A

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67.

1372A

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68.

1301A

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69.

1241A

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70.

1315A

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71.

1371A

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72.

1369A

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73.

1370A

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74.

1368A

[C+=](#) · [Tutorial](#)

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75.

1367B

[Even Array](#) · [Tutorial](#)

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76.

1367A

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77.

1352A

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78.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

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79.

1358A

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80.

1360B

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81.

1360A

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82.

1353B

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83.

1353A

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84.

1337A

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85.

1345A

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86.

1348A

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87.

101911I

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88.

1343B

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89.

1328A

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90.

1325B

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91.

1325A

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92.

1312A

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93.

1323A

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94.

1316A

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95.

381A

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96.

822A

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97.

1666D

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98.

1624B

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[bernardo_amorim's solution](#)

99.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

100.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[bernardo_amorim's solution](#)

101.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[bernardo_amorim's solution](#)

102.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[bernardo_amorim's solution](#)

103.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[bernardo_amorim's solution](#)

104.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[bernardo_amorim's solution](#)

105.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

106.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[bernardo_amorim's solution](#)

107.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

108.

496A

[Minimum Difficulty](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 900 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[bernardo_amorim's solution](#)

109.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bernardo_amorim's solution](#)

110.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

111.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[bernardo_amorim's solution](#)

112.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bernardo_amorim's solution](#)

113.

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

114.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

115.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,711 global accepts · Rating: 900 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[bernardo_amorim's solution](#)

116.

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[bernardo_amorim's solution](#)

117.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[bernardo_amorim's solution](#)

118.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

119.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bernardo_amorim's solution](#)

120.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,799 global accepts · Rating: 900 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[bernardo_amorim's solution](#)

121.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,398 global accepts · Rating: 900 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

122.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, strings

[bernardo_amorim's solution](#)

123.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

124.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[bernardo_amorim's solution](#)

125.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[bernardo_amorim's solution](#)

126.

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

[bernardo_amorim's solution](#)

127.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[bernardo_amorim's solution](#)

128.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[bernardo_amorim's solution](#)

129.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,398 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[bernardo_amorim's solution](#)

130.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[bernardo_amorim's solution](#)

131.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

132.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[bernardo_amorim's solution](#)

133.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[bernardo_amorim's solution](#)

134.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

135.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[bernardo_amorim's solution](#)

136.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[bernardo_amorim's solution](#)

137.

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[bernardo_amorim's solution](#)

138.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[bernardo_amorim's solution](#)

139.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[bernardo_amorim's solution](#)

140.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[bernardo_amorim's solution](#)

141.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[bernardo_amorim's solution](#)

142.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[bernardo_amorim's solution](#)

143.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[bernardo_amorim's solution](#)

144.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[bernardo_amorim's solution](#)

145.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[bernardo_amorim's solution](#)

146.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bernardo_amorim's solution](#)

147.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

148.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

149.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[bernardo_amorim's solution](#)

150.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[bernardo_amorim's solution](#)

151.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[bernardo_amorim's solution](#)

152.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[bernardo_amorim's solution](#)

153.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[bernardo_amorim's solution](#)

154.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[bernardo_amorim's solution](#)

155.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,950 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks
[bernardo_amorim's solution](#)

156.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory
[bernardo_amorim's solution](#)

157.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[bernardo_amorim's solution](#)

158.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[bernardo_amorim's solution](#)

159.

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1000 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[bernardo_amorim's solution](#)

160.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[bernardo_amorim's solution](#)

161.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[bernardo_amorim's solution](#)

162.

1388B

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

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[bernardo_amorim's solution](#)

163.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,091 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

164.

1359B

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

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[bernardo_amorim's solution](#)

165.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[bernardo_amorim's solution](#)

166.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[bernardo_amorim's solution](#)

167.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[bernardo_amorim's solution](#)

168.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,424 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[bernardo_amorim's solution](#)

169.

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

170.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bernardo_amorim's solution](#)

171.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[bernardo_amorim's solution](#)

172.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[bernardo_amorim's solution](#)

173.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths
[bernardo_amorim's solution](#)

174.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,626 global accepts · Rating: 1100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers
[bernardo_amorim's solution](#)

175.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[bernardo_amorim's solution](#)

176.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[bernardo_amorim's solution](#)

177.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[bernardo_amorim's solution](#)

178.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[bernardo_amorim's solution](#)

179.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[bernardo_amorim's solution](#)

180.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[bernardo_amorim's solution](#)

181.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[bernardo_amorim's solution](#)

182.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[bernardo_amorim's solution](#)

183.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,426 global accepts · Rating: 1100 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[bernardo_amorim's solution](#)

184.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[bernardo_amorim's solution](#)

185.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[bernardo_amorim's solution](#)

186.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[bernardo_amorim's solution](#)

187.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[bernardo_amorim's solution](#)

188.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2021-01-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation
[bernardo_amorim's solution](#)

189.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[bernardo_amorim's solution](#)

190.

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[bernardo_amorim's solution](#)

191.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bernardo_amorim's solution](#)

192.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[bernardo_amorim's solution](#)

193.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings
[bernardo_amorim's solution](#)

194.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[bernardo_amorim's solution](#)

195.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[bernardo_amorim's solution](#)

196.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[bernardo_amorim's solution](#)

197.

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,331 global accepts · Rating: 1100 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[bernardo_amorim's solution](#)

198.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

199.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1100 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[bernardo_amorim's solution](#)

200.

883M

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Quality: 3,843 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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201.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[bernardo_amorim's solution](#)

202.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[bernardo_amorim's solution](#)

203.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[bernardo_amorim's solution](#)

204.

1375A

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

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205.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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206.

1370B

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Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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207.

1366A

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Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
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208.

1365A

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Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
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209.

1360C

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Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
[bernardo_amorim's solution](#)

210.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math
[bernardo_amorim's solution](#)

211.

1342B

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

212.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[bernardo_amorim's solution](#)

213.

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
[bernardo_amorim's solution](#)

214.

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
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215.

1327A

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Quality: 45,740 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[bernardo_amorim's solution](#)

216.

1324C

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Quality: 30,519 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[bernardo_amorim's solution](#)

217.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[bernardo_amorim's solution](#)

218.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[bernardo_amorim's solution](#)

219.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[bernardo_amorim's solution](#)

220.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[bernardo_amorim's solution](#)

221.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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222.

1613C

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Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

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223.

1598C

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Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

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224.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[bernardo_amorim's solution](#)

225.

489A

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Quality: 10,587 global accepts · Rating: 1200 · first AC: 2021-01-18 · last AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[bernardo_amorim's solution](#)

226.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bernardo_amorim's solution](#)

227.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[bernardo_amorim's solution](#)

228.

632A

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Quality: 4,920 global accepts · Rating: 1200 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

229.

1527B1

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

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[bernardo_amorim's solution](#)

230.

1517B

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Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[bernardo_amorim's solution](#)

231.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bernardo_amorim's solution](#)

232.

1485B

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Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

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233.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

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234.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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235.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[bernardo_amorim's solution](#)

236.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[bernardo_amorim's solution](#)

237.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[bernardo_amorim's solution](#)

238.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[bernardo_amorim's solution](#)

239.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[bernardo_amorim's solution](#)

240.

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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241.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[bernardo_amorim's solution](#)

242.

1006B

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

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[bernardo_amorim's solution](#)

243.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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244.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[bernardo_amorim's solution](#)

245.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[bernardo_amorim's solution](#)

246.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
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247.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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248.

546B

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

Quality: 18,610 global accepts · Rating: 1200 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[bernardo_amorim's solution](#)

249.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
[bernardo_amorim's solution](#)

250.

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
[bernardo_amorim's solution](#)

251.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: math
[bernardo_amorim's solution](#)

252.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[bernardo_amorim's solution](#)

253.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers
[bernardo_amorim's solution](#)

254.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[bernardo_amorim's solution](#)

255.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[bernardo_amorim's solution](#)

256.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[bernardo_amorim's solution](#)

257.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, sortings

[bernardo_amorim's solution](#)

258.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[bernardo_amorim's solution](#)

259.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · last AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[bernardo_amorim's solution](#)

260.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[bernardo_amorim's solution](#)

261.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[bernardo_amorim's solution](#)

262.

1343C

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

Quality: 44,084 global accepts · Rating: 1200 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[bernardo_amorim's solution](#)

263.

1339B

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Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[bernardo_amorim's solution](#)

264.

1334A

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Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bernardo_amorim's solution](#)

265.

1328C

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Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bernardo_amorim's solution](#)

266.

1327B

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Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[bernardo_amorim's solution](#)

267.

492B

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

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[bernardo_amorim's solution](#)

268.

6C

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Quality: 17,488 global accepts · Rating: 1200 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[bernardo_amorim's solution](#)

269.

2206K

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Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[bernardo_amorim's solution](#)

270.

1669H

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Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[bernardo_amorim's solution](#)

271.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[bernardo_amorim's solution](#)

272.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[bernardo_amorim's solution](#)

273.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[bernardo_amorim's solution](#)

274.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[bernardo_amorim's solution](#)

275.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[bernardo_amorim's solution](#)

276.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[bernardo_amorim's solution](#)

277.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[bernardo_amorim's solution](#)

278.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp
[bernardo_amorim's solution](#)

279.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[bernardo_amorim's solution](#)

280.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation

[bernardo_amorim's solution](#)

281.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[bernardo_amorim's solution](#)

282.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[bernardo_amorim's solution](#)

283.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,186 global accepts · Rating: 1300 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[bernardo_amorim's solution](#)

284.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[bernardo_amorim's solution](#)

285.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[bernardo_amorim's solution](#)

286.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[bernardo_amorim's solution](#)

287.

586B

[Laurenty and Shop](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1300 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

288.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[bernardo_amorim's solution](#)

289.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 1300 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
[bernardo_amorim's solution](#)

290.

574C

[Bear and Poker](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[bernardo_amorim's solution](#)

291.

572B

[Order Book](#) · [Tutorial](#)

Quality: 8,225 global accepts · Rating: 1300 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[bernardo_amorim's solution](#)

292.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[bernardo_amorim's solution](#)

293.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[bernardo_amorim's solution](#)

294.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,529 global accepts · Rating: 1300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[bernardo_amorim's solution](#)

295.

1003B

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

Quality: 12,225 global accepts · Rating: 1300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bernardo_amorim's solution](#)

296.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

297.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

298.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,538 global accepts · Rating: 1300 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[bernardo_amorim's solution](#)

299.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

300.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[bernardo_amorim's solution](#)

301.

1382C1

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

Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[bernardo_amorim's solution](#)

302.

1372B

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

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[bernardo_amorim's solution](#)

303.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[bernardo_amorim's solution](#)

304.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[bernardo_amorim's solution](#)

305.

1364B

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

Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[bernardo_amorim's solution](#)

306.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[bernardo_amorim's solution](#)

307.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[bernardo_amorim's solution](#)

308.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

309.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[bernardo_amorim's solution](#)

310.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest

paths

[bernardo_amorim's solution](#)

311.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[bernardo_amorim's solution](#)

312.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[bernardo_amorim's solution](#)

313.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[bernardo_amorim's solution](#)

314.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[bernardo_amorim's solution](#)

315.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bernardo_amorim's solution](#)

316.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[bernardo_amorim's solution](#)

317.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[bernardo_amorim's solution](#)

318.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings

[bernardo_amorim's solution](#)

319.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[bernardo_amorim's solution](#)

320.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[bernardo_amorim's solution](#)

321.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[bernardo_amorim's solution](#)

322.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[bernardo_amorim's solution](#)

323.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[bernardo_amorim's solution](#)

324.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[bernardo_amorim's solution](#)

325.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[bernardo_amorim's solution](#)

326.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, expression parsing, math

[bernardo_amorim's solution](#)

327.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[bernardo_amorim's solution](#)

328.

489C

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

Quality: 51,687 global accepts · Rating: 1400 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[bernardo_amorim's solution](#)

329.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bernardo_amorim's solution](#)

330.

479B

[Towers](#) · [Tutorial](#)

Quality: 8,430 global accepts · Rating: 1400 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[bernardo_amorim's solution](#)

331.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings
[bernardo_amorim's solution](#)

332.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[bernardo_amorim's solution](#)

333.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[bernardo_amorim's solution](#)

334.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[bernardo_amorim's solution](#)

335.

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, sortings
[bernardo_amorim's solution](#)

336.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1400 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[bernardo_amorim's solution](#)

337.

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,991 global accepts · Rating: 1400 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[bernardo_amorim's solution](#)

338.

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, games
[bernardo_amorim's solution](#)

339.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[bernardo_amorim's solution](#)

340.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[bernardo_amorim's solution](#)

341.

1375C

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

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

[bernardo_amorim's solution](#)

342.

1369C

[RationalLee](#) · [Tutorial](#)

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

[bernardo_amorim's solution](#)

343.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[bernardo_amorim's solution](#)

344.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[bernardo_amorim's solution](#)

345.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[bernardo_amorim's solution](#)

346.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[bernardo_amorim's solution](#)

347.

1354C1

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

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

[bernardo_amorim's solution](#)

348.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[bernardo_amorim's solution](#)

349.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[bernardo_amorim's solution](#)

350.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[bernardo_amorim's solution](#)

351.

1330B

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

Quality: 14,537 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[bernardo_amorim's solution](#)

352.

1332B

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

Quality: 18,956 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

[bernardo_amorim's solution](#)

353.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[bernardo_amorim's solution](#)

354.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[bernardo_amorim's solution](#)

355.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[bernardo_amorim's solution](#)

356.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[bernardo_amorim's solution](#)

357.

279B

[Books](#) · [Tutorial](#)

Quality: 72,462 global accepts · Rating: 1400 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[bernardo_amorim's solution](#)

358.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[bernardo_amorim's solution](#)

359.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,982 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

360.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[bernardo_amorim's solution](#)

361.

791C

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

Rating: 1500 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[bernardo_amorim's solution](#)

362.

791B

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

Rating: 1500 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[bernardo_amorim's solution](#)

363.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[bernardo_amorim's solution](#)

364.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[bernardo_amorim's solution](#)

365.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[bernardo_amorim's solution](#)

366.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

367.

566F

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

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[bernardo_amorim's solution](#)

368.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[bernardo_amorim's solution](#)

369.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[bernardo_amorim's solution](#)

370.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[bernardo_amorim's solution](#)

371.

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[bernardo_amorim's solution](#)

372.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[bernardo_amorim's solution](#)

373.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

374.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, strings, two pointers

[bernardo_amorim's solution](#)

375.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[bernardo_amorim's solution](#)

376.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[bernardo_amorim's solution](#)

377.

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation

[bernardo_amorim's solution](#)

378.

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[bernardo_amorim's solution](#)

379.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[bernardo_amorim's solution](#)

380.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

381.

588C

[Duff and Weight Lifting](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

382.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[bernardo_amorim's solution](#)

383.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[bernardo_amorim's solution](#)

384.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,492 global accepts · Rating: 1500 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[bernardo_amorim's solution](#)

385.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,936 global accepts · Rating: 1500 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, two pointers

[bernardo_amorim's solution](#)

386.

577C

[Vasya and Petya's Game](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory

[bernardo_amorim's solution](#)

387.

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[bernardo_amorim's solution](#)

388.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[bernardo_amorim's solution](#)

389.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[bernardo_amorim's solution](#)

390.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[bernardo_amorim's solution](#)

391.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[bernardo_amorim's solution](#)

392.

557B

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393.

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556C

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1341C

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489.

1468D

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Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[bernardo_amorim's solution](#)

490.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[bernardo_amorim's solution](#)

491.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[bernardo_amorim's solution](#)

492.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[bernardo_amorim's solution](#)

493.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, sortings

[bernardo_amorim's solution](#)

494.

451C

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

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[bernardo_amorim's solution](#)

495.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,105 global accepts · Rating: 1700 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[bernardo_amorim's solution](#)

496.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings, ternary search, two pointers

[bernardo_amorim's solution](#)

497.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[bernardo_amorim's solution](#)

498.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

499.

586D

[Phillip and Trains](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[bernardo_amorim's solution](#)

500.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[bernardo_amorim's solution](#)

501.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[bernardo_amorim's solution](#)

502.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,701 global accepts · Rating: 1700 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[bernardo_amorim's solution](#)

503.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[bernardo_amorim's solution](#)

504.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[bernardo_amorim's solution](#)

505.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

506.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp
[bernardo_amorim's solution](#)

507.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[bernardo_amorim's solution](#)

508.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[bernardo_amorim's solution](#)

509.

560D

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

Rating: 1700 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[bernardo_amorim's solution](#)

510.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1700 · first AC: 2020-05-06 · last AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

511.

977F

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

Quality: 25,138 global accepts · Rating: 1700 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

512.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[bernardo_amorim's solution](#)

513.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[bernardo_amorim's solution](#)

514.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[bernardo_amorim's solution](#)

515.

1382C2

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

Rating: 1700 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[bernardo_amorim's solution](#)

516.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[bernardo_amorim's solution](#)

517.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[bernardo_amorim's solution](#)

518.

1368D

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

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

519.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[bernardo_amorim's solution](#)

520.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dp
[bernardo_amorim's solution](#)

521.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
[bernardo_amorim's solution](#)

522.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[bernardo_amorim's solution](#)

523.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
[bernardo_amorim's solution](#)

524.

102348D

[Ticket Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

525.

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

526.

1341D

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

Rating: 1700 · first AC: 2020-04-23 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[bernardo_amorim's solution](#)

527.

1343D

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

Quality: 13,540 global accepts · Rating: 1700 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[bernardo_amorim's solution](#)

528.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[bernardo_amorim's solution](#)

529.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[bernardo_amorim's solution](#)

530.

1330D

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

Rating: 1700 · first AC: 2020-04-03 · last AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[bernardo_amorim's solution](#)

531.

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

[bernardo_amorim's solution](#)

532.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[bernardo_amorim's solution](#)

533.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[bernardo_amorim's solution](#)

534.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[bernardo_amorim's solution](#)

535.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[bernardo_amorim's solution](#)

536.

1725M

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

Quality: 4,396 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[bernardo_amorim's solution](#)

537.

1725H

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

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[bernardo_amorim's solution](#)

538.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[bernardo_amorim's solution](#)

539.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[bernardo_amorim's solution](#)

540.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[bernardo_amorim's solution](#)

541.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2022-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[bernardo_amorim's solution](#)

542.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-20 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[bernardo_amorim's solution](#)

543.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[bernardo_amorim's solution](#)

544.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,812 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[bernardo_amorim's solution](#)

545.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[bernardo_amorim's solution](#)

546.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[bernardo_amorim's solution](#)

547.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,185 global accepts · Rating: 1800 · first AC: 2021-02-25 · last AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[bernardo_amorim's solution](#)

548.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[bernardo_amorim's solution](#)

549.

701E

[Connecting Universities](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[bernardo_amorim's solution](#)

550.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[bernardo_amorim's solution](#)

551.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[bernardo_amorim's solution](#)

552.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings
[bernardo_amorim's solution](#)

553.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1800 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy
[bernardo_amorim's solution](#)

554.

603B

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

Quality: 2,711 global accepts · Rating: 1800 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory
[bernardo_amorim's solution](#)

555.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[bernardo_amorim's solution](#)

556.

592C

[The Big Race](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1800 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: math
[bernardo_amorim's solution](#)

557.

586C

[Gennady the Dentist](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[bernardo_amorim's solution](#)

558.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[bernardo_amorim's solution](#)

559.

1466E

[Apollo versus Pan](#) · Tutorial

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[bernardo_amorim's solution](#)

560.

580D

[Kefa and Dishes](#) · Tutorial

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-04-21 · last AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[bernardo_amorim's solution](#)

561.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[bernardo_amorim's solution](#)

562.

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[bernardo_amorim's solution](#)

563.

551B

[ZgukistringZ](#) · Tutorial

Quality: 4,064 global accepts · Rating: 1800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[bernardo_amorim's solution](#)

564.

544C

[Writing Code](#) · Tutorial

Rating: 1800 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

565.

883H

[Palindromic Cut](#) · Tutorial

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2020-10-31 · last AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[bernardo_amorim's solution](#)

566.

883K

[Road Widening](#) · Tutorial

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2020-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[bernardo_amorim's solution](#)

567.

1250J

[The Parade](#) · Tutorial

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-10-24 · last AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[bernardo_amorim's solution](#)

568.

1250B

[The Feast and the Bus](#) · Tutorial

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[bernardo_amorim's solution](#)

569.

923C

[Perfect Security](#) · [Tutorial](#)

Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees
[bernardo_amorim's solution](#)

570.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[bernardo_amorim's solution](#)

571.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, trees
[bernardo_amorim's solution](#)

572.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[bernardo_amorim's solution](#)

573.

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-12 · last AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings
[bernardo_amorim's solution](#)

574.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees
[bernardo_amorim's solution](#)

575.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp
[bernardo_amorim's solution](#)

576.

1367D

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

Quality: 8,816 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[bernardo_amorim's solution](#)

577.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, math, probabilities
[bernardo_amorim's solution](#)

578.

1249D2

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

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[bernardo_amorim's solution](#)

579.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[bernardo_amorim's solution](#)

580.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[bernardo_amorim's solution](#)

581.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[bernardo_amorim's solution](#)

582.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[bernardo_amorim's solution](#)

583.

1339D

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

Rating: 1800 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[bernardo_amorim's solution](#)

584.

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

[bernardo_amorim's solution](#)

585.

1330C

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

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586.

687B

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Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

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587.

1328D

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Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

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588.

1327E

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Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[bernardo_amorim's solution](#)

589.

1011E

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Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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590.

1034A

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Quality: 9,920 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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591.

300C

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Quality: 11,761 global accepts · Rating: 1800 · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

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592.

1324F

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Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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593.

1316C

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Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

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594.

1644E

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Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

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595.

1627D

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Quality: 9,371 global accepts · Rating: 1900 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[bernardo_amorim's solution](#)

596.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2020-12-04 · last AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[bernardo_amorim's solution](#)

597.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[bernardo_amorim's solution](#)

598.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[bernardo_amorim's solution](#)

599.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[bernardo_amorim's solution](#)

600.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

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601.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

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602.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[bernardo_amorim's solution](#)

603.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[bernardo_amorim's solution](#)

604.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[bernardo_amorim's solution](#)

605.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[bernardo_amorim's solution](#)

606.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[bernardo_amorim's solution](#)

607.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

608.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[bernardo_amorim's solution](#)

609.

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[bernardo_amorim's solution](#)

610.

479E

[Riding in a Lift](#) · Tutorial

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[bernardo_amorim's solution](#)

611.

583D

[Once Again...](#) · Tutorial

Rating: 1900 · first AC: 2021-01-01 · last AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp
[bernardo_amorim's solution](#)

612.

577B

[Modulo Sum](#) · Tutorial

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-12-28 · last AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers
[bernardo_amorim's solution](#)

613.

999D

[Equalize the Remainders](#) · Tutorial

Quality: 4,898 global accepts · Rating: 1900 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[bernardo_amorim's solution](#)

614.

558C

[Amr and Chemistry](#) · Tutorial

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[bernardo_amorim's solution](#)

615.

557C

[Arthur and Table](#) · Tutorial

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings
[bernardo_amorim's solution](#)

616.

552D

[Vanya and Triangles](#) · Tutorial

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings
[bernardo_amorim's solution](#)

617.

552C

[Vanya and Scales](#) · Tutorial

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory
[bernardo_amorim's solution](#)

618.

550D

[Regular Bridge](#) · Tutorial

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[bernardo_amorim's solution](#)

619.

548D

[Mike and Feet](#) · Tutorial

Rating: 1900 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[bernardo_amorim's solution](#)

620.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[bernardo_amorim's solution](#)

621.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[bernardo_amorim's solution](#)

622.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,854 global accepts · Rating: 1900 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[bernardo_amorim's solution](#)

623.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[bernardo_amorim's solution](#)

624.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[bernardo_amorim's solution](#)

625.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2020-07-28 · last AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[bernardo_amorim's solution](#)

626.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

627.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2020-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[bernardo_amorim's solution](#)

628.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[bernardo_amorim's solution](#)

629.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[bernardo_amorim's solution](#)

630.

1371E1

[Asterism \(Easy Version\) · Tutorial](#)

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[bernardo_amorim's solution](#)

631.

1369D

[TediousLee · Tutorial](#)

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

[bernardo_amorim's solution](#)

632.

1367E

[Necklace Assembly · Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · last AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[bernardo_amorim's solution](#)

633.

1365E

[Maximum Subsequence Value · Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[bernardo_amorim's solution](#)

634.

1362E

[Johnny and Grandmaster · Tutorial](#)

Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers

[bernardo_amorim's solution](#)

635.

1311F

[Moving Points · Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[bernardo_amorim's solution](#)

636.

1358D

[The Best Vacation · Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[bernardo_amorim's solution](#)

637.

1360G

[A/B Matrix · Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[bernardo_amorim's solution](#)

638.

1354D

[Multiset · Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-05-17 · last AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[bernardo_amorim's solution](#)

639.

597C

[Subsequences · Tutorial](#)

Quality: 6,608 global accepts · Rating: 1900 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[bernardo_amorim's solution](#)

640.

61E

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Quality: 15,178 global accepts · Rating: 1900 · first AC: 2020-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[bernardo_amorim's solution](#)

641.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[bernardo_amorim's solution](#)

642.

835D

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Quality: 4,662 global accepts · Rating: 1900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings
[bernardo_amorim's solution](#)

643.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[bernardo_amorim's solution](#)

644.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[bernardo_amorim's solution](#)

645.

101911G

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

Rating: 1900 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

646.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 1900 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: matrices
[bernardo_amorim's solution](#)

647.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[bernardo_amorim's solution](#)

648.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[bernardo_amorim's solution](#)

649.

20C

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Quality: 46,910 global accepts · Rating: 1900 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[bernardo_amorim's solution](#)

650.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2021-08-01 · last AC: 2026-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar,

graphs

[bernardo_amorim's solution](#)

651.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[bernardo_amorim's solution](#)

652.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

653.

314C

[Sereja and Subsequences](#) · [Tutorial](#)

Quality: 2,005 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[bernardo_amorim's solution](#)

654.

314B

[Sereja and Periods](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, strings

[bernardo_amorim's solution](#)

655.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[bernardo_amorim's solution](#)

656.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[bernardo_amorim's solution](#)

657.

1613E

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Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[bernardo_amorim's solution](#)

658.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bernardo_amorim's solution](#)

659.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[bernardo_amorim's solution](#)

660.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[bernardo_amorim's solution](#)

661.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[bernardo_amorim's solution](#)

662.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[bernardo_amorim's solution](#)

663.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[bernardo_amorim's solution](#)

664.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, trees

[bernardo_amorim's solution](#)

665.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[bernardo_amorim's solution](#)

666.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[bernardo_amorim's solution](#)

667.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[bernardo_amorim's solution](#)

668.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[bernardo_amorim's solution](#)

669.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[bernardo_amorim's solution](#)

670.

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[bernardo_amorim's solution](#)

671.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[bernardo_amorim's solution](#)

672.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[bernardo_amorim's solution](#)

673.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[bernardo_amorim's solution](#)

674.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[bernardo_amorim's solution](#)

675.

579E

[Weakness and Poorness](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: ternary search

[bernardo_amorim's solution](#)

676.

572D

[Minimization](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[bernardo_amorim's solution](#)

677.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,855 global accepts · Rating: 2000 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[bernardo_amorim's solution](#)

678.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

679.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[bernardo_amorim's solution](#)

680.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[bernardo_amorim's solution](#)

681.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

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682.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[bernardo_amorim's solution](#)

683.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[bernardo_amorim's solution](#)

684.

842D

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

Quality: 4,485 global accepts · Rating: 2000 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[bernardo_amorim's solution](#)

685.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · last AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[bernardo_amorim's solution](#)

686.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-06-20 · last AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[bernardo_amorim's solution](#)

687.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[bernardo_amorim's solution](#)

688.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[bernardo_amorim's solution](#)

689.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[bernardo_amorim's solution](#)

690.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[bernardo_amorim's solution](#)

691.

432D

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Quality: 11,994 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[bernardo_amorim's solution](#)

692.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · last AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bernardo_amorim's solution](#)

693.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[bernardo_amorim's solution](#)

694.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[bernardo_amorim's solution](#)

695.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[bernardo_amorim's solution](#)

696.

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[bernardo_amorim's solution](#)

697.

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[bernardo_amorim's solution](#)

698.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-06 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[bernardo_amorim's solution](#)

699.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2020-02-27 · last AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[bernardo_amorim's solution](#)

700.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[bernardo_amorim's solution](#)

701.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[bernardo_amorim's solution](#)

702.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings
[bernardo_amorim's solution](#)

703.

791D

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[bernardo_amorim's solution](#)

704.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[bernardo_amorim's solution](#)

705.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[bernardo_amorim's solution](#)

706.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees
[bernardo_amorim's solution](#)

707.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[bernardo_amorim's solution](#)

708.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[bernardo_amorim's solution](#)

709.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[bernardo_amorim's solution](#)

710.

1040D

[Subway Pursuit](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-03 · last AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: interactive
[bernardo_amorim's solution](#)

711.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search
[bernardo_amorim's solution](#)

712.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[bernardo_amorim's solution](#)

713.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[bernardo_amorim's solution](#)

714.

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[bernardo_amorim's solution](#)

715.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices
[bernardo_amorim's solution](#)

716.

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,555 global accepts · Rating: 2100 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[bernardo_amorim's solution](#)

717.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[bernardo_amorim's solution](#)

718.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[bernardo_amorim's solution](#)

719.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2020-04-07 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[bernardo_amorim's solution](#)

720.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[bernardo_amorim's solution](#)

721.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[bernardo_amorim's solution](#)

722.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[bernardo_amorim's solution](#)

723.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2021-01-06 · last AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[bernardo_amorim's solution](#)

724.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[bernardo_amorim's solution](#)

725.

588D

[Duff in Beach](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

726.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[bernardo_amorim's solution](#)

727.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[bernardo_amorim's solution](#)

728.

572C

[Lengthening Sticks](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[bernardo_amorim's solution](#)

729.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[bernardo_amorim's solution](#)

730.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2020-12-21 · last AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[bernardo_amorim's solution](#)

731.

1003E

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

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[bernardo_amorim's solution](#)

732.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

733.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[bernardo_amorim's solution](#)

734.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[bernardo_amorim's solution](#)

735.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
[bernardo_amorim's solution](#)

736.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, math
[bernardo_amorim's solution](#)

737.

544D

[Destroying Roads](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, shortest paths
[bernardo_amorim's solution](#)

738.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[bernardo_amorim's solution](#)

739.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[bernardo_amorim's solution](#)

740.

498C

[Array and Operations](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-07-31 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, number theory
[bernardo_amorim's solution](#)

741.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[bernardo_amorim's solution](#)

742.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, sortings
[bernardo_amorim's solution](#)

743.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation

[bernardo_amorim's solution](#)

744.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[bernardo_amorim's solution](#)

745.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2100 · first AC: 2020-07-14 · last AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[bernardo_amorim's solution](#)

746.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[bernardo_amorim's solution](#)

747.

1364D

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

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · last AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[bernardo_amorim's solution](#)

748.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[bernardo_amorim's solution](#)

749.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[bernardo_amorim's solution](#)

750.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math

[bernardo_amorim's solution](#)

751.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[bernardo_amorim's solution](#)

752.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2020-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[bernardo_amorim's solution](#)

753.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · last AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[bernardo_amorim's solution](#)

754.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[bernardo_amorim's solution](#)

755.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[bernardo_amorim's solution](#)

756.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing, strings

[bernardo_amorim's solution](#)

757.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[bernardo_amorim's solution](#)

758.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[bernardo_amorim's solution](#)

759.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[bernardo_amorim's solution](#)

760.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[bernardo_amorim's solution](#)

761.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[bernardo_amorim's solution](#)

762.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[bernardo_amorim's solution](#)

763.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[bernardo_amorim's solution](#)

764.

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2020-05-13 · last AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[bernardo_amorim's solution](#)

765.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[bernardo_amorim's solution](#)

766.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · last AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[bernardo_amorim's solution](#)

767.

863F

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

Quality: 1,528 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: flows

[bernardo_amorim's solution](#)

768.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[bernardo_amorim's solution](#)

769.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[bernardo_amorim's solution](#)

770.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[bernardo_amorim's solution](#)

771.

1542D

[Priority Queue](#) · [Tutorial](#)

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772.

1537E2

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773.

1535E

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774.

628D

[Magic Numbers](#) · [Tutorial](#)

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775.

834D

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Rating: 2200 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

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776.

165E

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777.

622E

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778.

1252E

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Quality: 1,359 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

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779.

620D

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Quality: 2,000 global accepts · Rating: 2200 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

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780.

1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

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781.

616E

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Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

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782.

731E

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Quality: 1,881 global accepts · Rating: 2200 · first AC: 2021-02-10 · last AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[bernardo_amorim's solution](#)

783.

731D

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Quality: 1,280 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

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784.

490F

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785.

1194E

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786.

1468A

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Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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787.

1468H

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Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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788.

603C

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Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-06-10 · last AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[bernardo_amorim's solution](#)

789.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-08 · last AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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790.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2021-01-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[bernardo_amorim's solution](#)

791.

590C

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Quality: 3,556 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[bernardo_amorim's solution](#)

792.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[bernardo_amorim's solution](#)

793.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[bernardo_amorim's solution](#)

794.

617E

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Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-12-29 · last AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[bernardo_amorim's solution](#)

795.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[bernardo_amorim's solution](#)

796.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

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797.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[bernardo_amorim's solution](#)

798.

560E

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Rating: 2200 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[bernardo_amorim's solution](#)

799.

556E

[Case of Chocolate](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-03 · last AC: 2020-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[bernardo_amorim's solution](#)

800.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[bernardo_amorim's solution](#)

801.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[bernardo_amorim's solution](#)

802.

550E

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[bernardo_amorim's solution](#)

803.

548C

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Quality: 2200 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

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804.

1181D

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[bernardo_amorim's solution](#)

805.

282E

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Quality: 4,329 global accepts · Rating: 2200 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[bernardo_amorim's solution](#)

806.

1400E

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Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[bernardo_amorim's solution](#)

807.

851E

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 2200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

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808.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[bernardo_amorim's solution](#)

809.

1353F

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Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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810.

19C

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[bernardo_amorim's solution](#)

811.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-11 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

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812.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[bernardo_amorim's solution](#)

813.

1327D

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Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[bernardo_amorim's solution](#)

814.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[bernardo_amorim's solution](#)

815.

1621E

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Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

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816.

1623D

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[bernardo_amorim's solution](#)

817.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bernardo_amorim's solution](#)

818.

1245F

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Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[bernardo_amorim's solution](#)

819.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[bernardo_amorim's solution](#)

820.

438D

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Quality: 11,606 global accepts · Rating: 2300 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

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821.

1548D1

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Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

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822.

1594E2

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823.

802G3

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824.

1550D

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[bernardo_amorim's solution](#)

825.

1536E

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Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

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826.

713C

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827.

628E

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828.

1101G

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829.

610D

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830.

1468M

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831.

489E

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[bernardo_amorim's solution](#)

832.

600E

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Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[bernardo_amorim's solution](#)

833.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

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834.

596D

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Quality: 729 global accepts · Rating: 2300 · first AC: 2021-01-12 · last AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, sortings

[bernardo_amorim's solution](#)

835.

451E

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[bernardo_amorim's solution](#)

836.

598C

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Quality: 5,405 global accepts · Rating: 2300 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

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837.

594C

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838.

594A

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Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: games

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839.

590D

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840.

586F

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841.

584E

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Quality: 1,492 global accepts · Rating: 2300 · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[bernardo_amorim's solution](#)

842.

570E

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Quality: 2,106 global accepts · Rating: 2300 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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843.

558E

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Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings
[bernardo_amorim's solution](#)

844.

558D

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Quality: 1,207 global accepts · Rating: 2300 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[bernardo_amorim's solution](#)

845.

557E

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Quality: 1,217 global accepts · Rating: 2300 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

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846.

898F

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Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, math

[bernardo_amorim's solution](#)

847.

1250E

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Quality: 910 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

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848.

1203F2

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849.

1199F

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Rating: 2300 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

850.

1371E2

[Asterism \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[bernardo_amorim's solution](#)

851.

808G

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Quality: 3,769 global accepts · Rating: 2300 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[bernardo_amorim's solution](#)

852.

727E

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Quality: 1,555 global accepts · Rating: 2300 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[bernardo_amorim's solution](#)

853.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[bernardo_amorim's solution](#)

854.

2206F

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Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
[bernardo_amorim's solution](#)

855.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[bernardo_amorim's solution](#)

856.

1765A

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Quality: 849 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[bernardo_amorim's solution](#)

857.

1725L

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

Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[bernardo_amorim's solution](#)

858.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
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859.

825F

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

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-05-19 · last AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, string suffix structures, strings
[bernardo_amorim's solution](#)

860.

1608D

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Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
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861.

1609E

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Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[bernardo_amorim's solution](#)

862.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[bernardo_amorim's solution](#)

863.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[bernardo_amorim's solution](#)

864.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[bernardo_amorim's solution](#)

865.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle

[bernardo_amorim's solution](#)

866.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2021-10-21 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, matrices

[bernardo_amorim's solution](#)

867.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[bernardo_amorim's solution](#)

868.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[bernardo_amorim's solution](#)

869.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[bernardo_amorim's solution](#)

870.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[bernardo_amorim's solution](#)

871.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[bernardo_amorim's solution](#)

872.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[bernardo_amorim's solution](#)

873.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[bernardo_amorim's solution](#)

874.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[bernardo_amorim's solution](#)

875.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[bernardo_amorim's solution](#)

876.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[bernardo_amorim's solution](#)

877.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[bernardo_amorim's solution](#)

878.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[bernardo_amorim's solution](#)

879.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2021-02-25 · last AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[bernardo_amorim's solution](#)

880.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2021-02-21 · last AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[bernardo_amorim's solution](#)

881.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2021-02-05 · last AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[bernardo_amorim's solution](#)

882.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[bernardo_amorim's solution](#)

883.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[bernardo_amorim's solution](#)

884.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2021-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[bernardo_amorim's solution](#)

885.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[bernardo_amorim's solution](#)

886.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[bernardo_amorim's solution](#)

887.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees, two pointers

[bernardo_amorim's solution](#)

888.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

889.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[bernardo_amorim's solution](#)

890.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[bernardo_amorim's solution](#)

891.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[bernardo_amorim's solution](#)

892.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[bernardo_amorim's solution](#)

893.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[bernardo_amorim's solution](#)

894.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[bernardo_amorim's solution](#)

895.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2022-04-06 · last AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[bernardo_amorim's solution](#)

896.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2022-02-11 · last AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[bernardo_amorim's solution](#)

897.

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[bernardo_amorim's solution](#)

898.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[bernardo_amorim's solution](#)

899.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[bernardo_amorim's solution](#)

900.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bernardo_amorim's solution](#)

901.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[bernardo_amorim's solution](#)

902.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[bernardo_amorim's solution](#)

903.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[bernardo_amorim's solution](#)

904.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[bernardo_amorim's solution](#)

905.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[bernardo_amorim's solution](#)

906.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[bernardo_amorim's solution](#)

907.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[bernardo_amorim's solution](#)

908.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[bernardo_amorim's solution](#)

909.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[bernardo_amorim's solution](#)

910.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[bernardo_amorim's solution](#)

911.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[bernardo_amorim's solution](#)

912.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[bernardo_amorim's solution](#)

913.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[bernardo_amorim's solution](#)

914.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[bernardo_amorim's solution](#)

915.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[bernardo_amorim's solution](#)

916.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[bernardo_amorim's solution](#)

917.

544E

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

Rating: 2500 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[bernardo_amorim's solution](#)

918.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[bernardo_amorim's solution](#)

919.

101911L

[Ray in the tube](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

920.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[bernardo_amorim's solution](#)

921.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[bernardo_amorim's solution](#)

922.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[bernardo_amorim's solution](#)

923.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[bernardo_amorim's solution](#)

924.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[bernardo_amorim's solution](#)

925.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[bernardo_amorim's solution](#)

926.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[bernardo_amorim's solution](#)

927.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[bernardo_amorim's solution](#)

928.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[bernardo_amorim's solution](#)

929.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[bernardo_amorim's solution](#)

930.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, trees

[bernardo_amorim's solution](#)

931.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[bernardo_amorim's solution](#)

932.

1325E

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

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[bernardo_amorim's solution](#)

933.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[bernardo_amorim's solution](#)

934.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[bernardo_amorim's solution](#)

935.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[bernardo_amorim's solution](#)

936.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[bernardo_amorim's solution](#)

937.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[bernardo_amorim's solution](#)

938.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[bernardo_amorim's solution](#)

939.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2021-02-11 · last AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[bernardo_amorim's solution](#)

940.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[bernardo_amorim's solution](#)

941.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2020-12-02 · last AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[bernardo_amorim's solution](#)

942.

934E

[A Colourful Prospect](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs

[bernardo_amorim's solution](#)

943.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[bernardo_amorim's solution](#)

944.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[bernardo_amorim's solution](#)

945.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[bernardo_amorim's solution](#)

946.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-06-06 · last AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[bernardo_amorim's solution](#)

947.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[bernardo_amorim's solution](#)

948.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities
[bernardo_amorim's solution](#)

949.

598F

[Cut Length](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 2900 · first AC: 2021-01-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[bernardo_amorim's solution](#)

950.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-05-29 · last AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, math
[bernardo_amorim's solution](#)

951.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
[bernardo_amorim's solution](#)

952.

223E

[Planar Graph](#) · [Tutorial](#)

Quality: 208 global accepts · Rating: 3000 · first AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, geometry, graphs
[bernardo_amorim's solution](#)

953.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, strings
[bernardo_amorim's solution](#)

954.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

955.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —
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956.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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957.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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958.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

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959.

102482H

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

Rating: — · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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960.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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961.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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962.

102482K

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

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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963.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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964.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

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

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965.

103855J

[Exam](#) · [Tutorial](#)

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

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966.

103855F

[Stones 1](#) · [Tutorial](#)

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

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967.

103855D

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Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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968.

103855A

[Factory Balls](#) · Tutorial

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

969.

103855H

[Beacon Towers](#) · Tutorial

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

970.

104013F

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Rating: — · first AC: 2023-03-05 · PyPy 3-64 (first AC) · Tags: —
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971.

104013E

[Easy Compare-and-Set](#) · Tutorial

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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972.

104013L

[Lost Permutation](#) · Tutorial

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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973.

104013N

[Nunchucks Shop](#) · Tutorial

Rating: — · first AC: 2023-03-05 · PyPy 3-64 (first AC) · Tags: —
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974.

104013C

[Corrupted Sort](#) · Tutorial

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

975.

104013D

[Display](#) · Tutorial

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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976.

104013I

[Integer Square](#) · Tutorial

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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977.

104013M

[Mind the Gap](#) · Tutorial

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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978.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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979.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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980.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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981.

104114B

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Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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982.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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983.

104114E

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984.

104114K

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985.

104114H

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986.

104114G

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[bernardo_amorim's solution](#)

987.

104114F

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988.

104114N

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989.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

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990.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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991.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

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992.

104012B

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993.

104012M

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104012L

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995.

104012C

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996.

104012N

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997.

104012A

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998.

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

999.

101964H

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1000.

101964G

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1001.

101964I

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1002.

101964B

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[bernardo_amorim's solution](#)

1003.

101964C

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1004.

101964K

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1005.

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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1006.

103470L

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1007.

103470I

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Rating: — · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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1008.

103470H

[Crystalfly](#) · [Tutorial](#)

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1009.

103470M

[Windblume Festival](#) · [Tutorial](#)

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1010.

103470D

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1011.

103470A

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[bernardo_amorim's solution](#)**1012.**

103640L

[Leaving Yharnam](#) · [Tutorial](#)Rating: — · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)**1013.**

103640I

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[bernardo_amorim's solution](#)**1014.**

103640K

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[bernardo_amorim's solution](#)**1015.**

103640F

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103640B

[Because, Art!](#) · [Tutorial](#)Rating: — · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)**1017.**

100603B

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[bernardo_amorim's solution](#)**1018.**

100603E

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[bernardo_amorim's solution](#)**1019.**

100603F

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[bernardo_amorim's solution](#)**1020.**

100603C

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[bernardo_amorim's solution](#)**1021.**

100603G

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[bernardo_amorim's solution](#)

1022.

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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1023.

100603H

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1024.

100517L

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1025.

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1026.

100517J

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1027.

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1028.

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1029.

100517D

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1030.

100517B

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1031.

103176F

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1032.

103176B

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1033.

103176J

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1034.

103176I

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1035.

103176D

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1036.

103176E

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1037.

103176C

[camelCaseCounting](#) · [Tutorial](#)

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1038.

103176L

[LRTB and TBRL](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1039.

103176H

[Hacking](#) · [Tutorial](#)

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1040.

103176A

[A Billionaire](#) · [Tutorial](#)

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1041.

103176K

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1042.

103176G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1043.

101170K

[Kiwi Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1044.

101170A

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Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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1045.

101170J

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1046.

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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1047.

101170H

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1048.

101170C

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1049.

101170I

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1050.

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1051.

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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1052.

102007E

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1053.

102007I

[In Case of an Invasion, Please...](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1054.

102007K

[Kingpin Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1055.

102007G

[Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1056.

102007B

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1057.

102007C

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1058.

102007F

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1059.

102007J

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1060.

102007A

[A Prize No One Can Win](#) · [Tutorial](#)

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1061.

101612F

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Rating: — · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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1062.

101612E

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1063.

101612C

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1067.

101612K

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1068.

101612A

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Rating: — · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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1069.

100492E

[Elections](#) · Tutorial

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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1070.

100492A

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1071.

100492F

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1072.

100492G

[Gas Transportation](#) · Tutorial

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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1073.

100492H

[Handsome Division](#) · Tutorial

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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1074.

100492B

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Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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1075.

100492I

[In Touch](#) · Tutorial

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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1076.

100490C

[Coins](#) · Tutorial

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1077.

100490H

[High School Duels](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1078.

100490J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1079.

100490D

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Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1080.

100490B

[Big Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1081.

100490E

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1082.

100490A

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Rating: — · first AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1083.

100520B

[Bayes' Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1084.

100520K

[Kabbalah for Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1085.

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1086.

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1087.

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1088.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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1089.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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1090.

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1091.

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1092.

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1093.

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1094.

103483F

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

Rating: — · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1095.

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1096.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · last AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1097.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1098.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1099.

103185F

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

Rating: — · first AC: 2022-02-16 · last AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1100.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1101.

103185B

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

Rating: — · first AC: 2022-02-15 · last AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1102.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1103.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1104.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · last AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1105.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1106.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1107.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1108.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1109.

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · last AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

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1110.

103306B

[Benford's Law](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1111.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · last AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1112.

103306A

[Alice Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1113.

103306K

[K-Binary Repetitive Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1114.

103306J

[John in the Amusement Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1115.

103306E

[E-13 Storage Unit](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · last AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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1116.

103306G

[Grid of Letters](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1117.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1118.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1119.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1120.

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1121.

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1122.

101142J

[Java2016](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1123.

101142B

[Boys and Girls](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1124.

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1125.

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1126.

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1127.

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1128.

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1129.

102346A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · last AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1130.

102694E

[Filthy Rich Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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1131.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · last AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1132.

103443D

[Largest Remainder](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1133.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1134.

103443K

[Insertion Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1135.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1136.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1137.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1138.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1139.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1140.

103485M

[Constellation collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1141.

103485E

[Protecting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1142.

103485B

[Carlitos and the end of the world!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1143.

103485O

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1144.

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1145.

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1146.

103485A

[Trying to Impress Cleopatra](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1147.

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1148.

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1149.

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1150.

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1151.

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1152.

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1153.

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1154.

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · last AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1155.

101968G

[TeddyBearsDay](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1156.

101968A

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1157.

101968I

[Tours](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1158.

101968C

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1159.

101968B

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1160.

101968J

[Restricted Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1161.

101968H

[Win Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1162.

101968D

[Two Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1163.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1164.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1165.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1166.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1167.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1168.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1169.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1170.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1171.

100851K

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

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1172.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1173.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1174.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1175.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

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1176.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1177.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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1178.

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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1179.

103261H

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1180.

103261F

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1181.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

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1182.

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —
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1183.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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1184.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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1185.

101064J

[King of Tokyo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1186.

101064A

[Renzo and the lost artifact](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1187.

101064E

[A Word to Trump All](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1188.

101064I

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Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1189.

101064G

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Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1190.

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1191.

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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1192.

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1193.

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1194.

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1195.

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1196.

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —
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1197.

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1198.

101190G

[Game on Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1199.

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1200.

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1201.

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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1202.

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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1203.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1204.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1205.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1206.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1207.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1208.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1209.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1210.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1211.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1212.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1213.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1214.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1215.

103260I

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Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1216.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1217.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1218.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1219.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1220.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1221.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

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1222.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1223.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1224.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
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1225.

103388K

[Kathmandu](#) · [Tutorial](#)

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1226.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1227.

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

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1228.

101615K

[Spinning Up Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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1229.

101615I

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

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1230.

101615H

[Avoiding Airports](#) · [Tutorial](#)

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1231.

101615F

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1232.

101615D

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1233.

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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1234.

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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1235.

101615M

[Unsatisfying](#) · [Tutorial](#)

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1236.

101615C

[Fear Factoring](#) · [Tutorial](#)

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1237.

101615J

[Grid Coloring](#) · [Tutorial](#)

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1238.

101615L

[Delayed Work](#) · [Tutorial](#)

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1239.

101615A

[Odd Palindrome](#) · [Tutorial](#)

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1240.

102452C

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

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1241.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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1242.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1243.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1244.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1245.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

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1246.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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1247.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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1248.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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1249.

102394I

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Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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1250.

102394K

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1251.

102394J

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1252.

102394F

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1253.

102134G

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1254.

102134F

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Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1255.

102134D

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1256.

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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1257.

102134B

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

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1258.

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1259.

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1260.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1261.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1262.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1263.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

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1264.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1265.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1266.

101597E

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Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1267.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1268.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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1269.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1270.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1271.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1272.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1273.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1274.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1275.

103119L

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

Rating: — · first AC: 2021-10-12 · PyPy 3 (first AC) · Tags: —

[bernardo_amorim's solution](#)

1276.

102920J

[Switches](#) · [Tutorial](#)

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

[bernardo_amorim's solution](#)

1277.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1278.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1279.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1280.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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1281.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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1282.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1283.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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1284.

102001L

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Rating: — · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1285.

102001I

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Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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1286.

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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1287.

102346L

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Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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1288.

102346B

[Buffoon](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1289.

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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1290.

102346H

[Hour for a Run](#) · [Tutorial](#)

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1291.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1292.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1293.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1294.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1295.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1296.

102501J

[Counting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1297.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1298.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1299.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1300.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1301.

100513J

[Getting Ready for VIPC](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · last AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1302.

100513A

[Nasta Rabbara](#) · [Tutorial](#)

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

[bernardo_amorim's solution](#)

1303.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1304.

100513H

[Minimal Agapov Code](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1305.

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1306.

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1307.

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1308.

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1309.

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1310.

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1311.

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1312.

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1313.

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1314.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1315.

102861N

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

Rating: — · first AC: 2020-11-30 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1316.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1317.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1318.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1319.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1320.

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · last AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1321.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1322.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1323.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1324.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1325.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1326.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1327.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1328.

103274I

[Introducing Teleporting Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1329.

103274H

[HeatWave](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1330.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · Python 3 (first AC) · Tags: —

[bernardo_amorim's solution](#)

1331.

103274G

[Game of Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1332.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1333.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1334.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1335.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1336.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1337.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1338.

101102D

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1339.

101102B

[The Little Match Girl](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · last AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1340.

101102C

[Bored Judge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1341.

101102F

[Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1342.

101102A

[Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1343.

101102H

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1344.

101102E

[Ya Rajaie and Books](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1345.

102409J

[Best division](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1346.

102409H

[Maximizing Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1347.

102409E

[Googles wants to maximize](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1348.

102409A

[Easy Math](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · Python 3 (first AC) · Tags: —
[bernardo_amorim's solution](#)

1349.

102409G

[Ironical Solution 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1350.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1351.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1352.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1353.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1354.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1355.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1356.

101807F

[Final Fixture](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1357.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1358.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1359.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1360.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1361.

101807C

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

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1362.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1363.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1364.

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1365.

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1366.

102569J

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

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1367.

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1368.

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1369.

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1370.

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1371.

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1372.

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1373.

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1374.

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1375.

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1376.

102966N

[Newest Jaime's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1377.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1378.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1379.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1380.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1381.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1382.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1383.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1384.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1385.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1386.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1387.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1388.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1389.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1390.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1391.

103134H

[The comedian Nathan](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1392.

103134E

[Learning new languages](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1393.

103134G

[The blut dot game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1394.

103134A

[Kobus hates sweepstakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1395.

103134D

[Corona Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1396.

103134F

[Confusing Morete](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1397.

103134I

[Competitive Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1398.

103134B

[Guidi wants to be stronger](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1399.

103134C

[Harada and the lucky numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1400.

103134J

[Raphael singer](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1401.

103048A

[Abstract Algebra](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1402.

103048J

[Just the Chosen One](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1403.

103048G

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Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1404.

103048E

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Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1405.

103048D

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Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1406.

103048I

[I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1407.

103048K

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Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1408.

103048C

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Rating: — · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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1409.

101490F

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —
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1410.

101490D

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1411.

101490K

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —
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1412.

101490J

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —
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1413.

101490E

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1414.

101490C

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —
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1415.

101490B

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —
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1416.

101490I

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —
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1417.

101490L

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Rating: — · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1418.

101991F

[Flipping El-fetiera](#) · Tutorial

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1419.

101991A

[Awesome Shawarma](#) · Tutorial

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1420.

101991D

[Dull Chocolates](#) · Tutorial

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1421.

101991B

[Baklava Tray](#) · Tutorial

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1422.

101991I

[Ice-cream Knapsack](#) · Tutorial

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1423.

101991C

[Coffee](#) · Tutorial

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1424.

101991L

[Looking for Taste](#) · Tutorial

Rating: — · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
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1425.

103081F

[Mentors](#) · Tutorial

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1426.

103081G

[Decoration](#) · Tutorial

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1427.

103081H

[Figurines](#) · Tutorial

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1428.

103081I

[Emails](#) · Tutorial

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1429.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1430.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1431.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1432.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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1433.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1434.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1435.

100962F

[Frank Sinatra](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · last AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1436.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1437.

100962E

[Elvis Presley](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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1438.

100962A

[ABBA](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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1439.

102346I

[Interplanetary](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1440.

102346F

[Forests in Danger](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1441.

100971M

[Decomposition into Good Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1442.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1443.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1444.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1445.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1446.

101630A

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

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1447.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1448.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1449.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1450.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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1451.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1452.

102299D

[Buildings and rockets](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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1453.

102299J

[MasterCodeChef Russia](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1454.

102299C

[Crystal Matryoshkas](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1455.

102299G

[Hunting leshys](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
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1456.

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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1457.

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1458.

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1459.

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1460.

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1461.

101147D

[Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-08 · last AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1462.

101853G

[Hard Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-04 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1463.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · last AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1464.

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1465.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1466.

101992C

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

Rating: — · first AC: 2021-05-29 · last AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1467.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1468.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1469.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1470.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1471.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1472.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1473.

100253J

[Contest, Another Contest and Train](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1474.

100253E

[Scientific Battalion](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1475.

100253C

[Equivalent Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · last AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1476.

100253D

[Grumpy Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · last AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1477.

100253F

[Judging Time Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · last AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1478.

100253H

[Password Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · last AC: 2021-05-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1479.

100253G

[Expression Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1480.

100253K

[Road Work](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1481.

100253I

[Plugs and Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1482.

100253B

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

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1483.

100253L

[Stock Trading Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1484.

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1485.

100792B

[Banana Brain's Bracelet](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1486.

102787D

[The Grim Treaper](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · last AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1487.

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1488.

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · last AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1489.

100792H

[Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1490.

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1491.

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1492.

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1493.

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1494.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1495.

102787Y

[Sneetches and Speeches 1](#) · Tutorial

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1496.

102787C

[Sneetches and Speeches 3](#) · Tutorial

Rating: — · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1497.

102787B

[Pear Treap](#) · Tutorial

Rating: — · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1498.

103049J

[Joint Excavation](#) · Tutorial

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1499.

103049G

[Great Expectations](#) · Tutorial

Rating: — · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1500.

103049E

[Endgame](#) · Tutorial

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1501.

103049I

[Island Tour](#) · Tutorial

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1502.

103049F

[Flight Collision](#) · Tutorial

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1503.

103049A

[Atomic Energy](#) · Tutorial

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1504.

103049D

[Dragon Balls](#) · Tutorial

Rating: — · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1505.

103049K

[Keyboardd](#) · Tutorial

Rating: — · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1506.

103049H

[Hot Springs](#) · [Tutorial](#)

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

[bernardo_amorim's solution](#)

1507.

103049C

[Contest Struggles](#) · [Tutorial](#)

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

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1508.

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1509.

101741I

[Prefix-free Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1510.

101741E

[Code-Cola Plants](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1511.

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1512.

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1513.

101741D

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1514.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

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1515.

101741K

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1516.

101741C

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1517.

101741A

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1518.

102920H

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1519.

100960C

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1520.

101667H

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1521.

102307F

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1522.

102307D

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1523.

102307L

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1524.

102307C

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1525.

102307J

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1526.

102307G

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1527.

102307B

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1528.

102307K

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1529.

102307I

[Integer Prefix](#) · [Tutorial](#)

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1530.

102576J

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1531.

102576E

[Contamination](#) · [Tutorial](#)

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1532.

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · last AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1533.

102576L

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Rating: — · first AC: 2021-03-28 · last AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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1534.

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1535.

102576I

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

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

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1536.

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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1537.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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1538.

102861I

[Interactivity](#) · [Tutorial](#)

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1539.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1540.

102861C

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Rating: — · first AC: 2021-03-12 · last AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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1541.

102222D

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

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1542.

102392F

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

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1543.

102222H

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

Rating: — · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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1544.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1545.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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1546.

102222B

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Rating: — · first AC: 2021-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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1547.

102222A

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1548.

102222C

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1549.

102392E

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1550.

102392G

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1551.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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1552.

102392J

[Graph and Cycles](#) · [Tutorial](#)

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1553.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1554.

102644D

[Count Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · last AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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1555.

102006J

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Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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1556.

102006F

[Pretests](#) · [Tutorial](#)

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1557.

102006G

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1558.

102006K

[Tourists' Tour](#) · [Tutorial](#)

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1559.

102006H

[Bugged System](#) · [Tutorial](#)

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1560.

102006I

[Rise of the Robots](#) · [Tutorial](#)

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1561.

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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1562.

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —
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1563.

102006B

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1564.

102006A

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1565.

101845C

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Rating: — · first AC: 2020-06-01 · last AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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1566.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1567.

102411B

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1568.

102411H

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1569.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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1570.

102411I

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1571.

102411E

[Equidistant](#) · [Tutorial](#)

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1572.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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1573.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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1574.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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1575.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

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1576.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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1577.

102500E

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1578.

102500F

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1579.

102500I

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1580.

102861E

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

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1581.

102861G

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1582.

102788G

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Rating: — · first AC: 2020-11-12 · last AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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1583.

102788K

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1584.

102788F

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1585.

102788L

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1586.

102788H

[Exam](#) · [Tutorial](#)

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1587.

102788E

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1588.

102788I

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1589.

102788J

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

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1590.

102788D

[38 parrots](#) · [Tutorial](#)

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1591.

102788A

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1592.

101962J

[Soters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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1593.

101962G

[Barra Lighthouse](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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1594.

101962I

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Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1595.

101962F

[Renanzinho and His Toys](#) · [Tutorial](#)

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1596.

101962C

[Renan and Cirque du Soleil](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1597.

101962K

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Rating: — · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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1598.

101962B

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1599.

101962E

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Rating: — · first AC: 2020-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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1600.

102787A

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Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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1601.

102694D

[Cycle Free Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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1602.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-24 · last AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —
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1603.

102694B

[Dynamic Diameter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1604.

102694A

[Circumference of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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1605.

101669J

[Cunning Friends](#) · [Tutorial](#)

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

[bernardo_amorim's solution](#)**1606.**

101669F

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

[bernardo_amorim's solution](#)**1607.**

101669A

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

[bernardo_amorim's solution](#)**1608.**

101669K

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Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)**1609.**

101669G

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Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)**1610.**

102483J

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Rating: — · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)**1611.**

101623K

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Rating: — · first AC: 2020-10-03 · last AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)**1612.**

101623G

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Rating: — · first AC: 2020-10-03 · last AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)**1613.**

101623I

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Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)**1614.**

101623H

[High Score](#) · [Tutorial](#)

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

[bernardo_amorim's solution](#)**1615.**

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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101623B

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102483A

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102483E

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102483C

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[bernardo_amorim's solution](#)**1620.**

102483G

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102483B

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102483H

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102483I

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[bernardo_amorim's solution](#)**1625.**

101908J

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101908C

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1642.

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1643.

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1647.

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1648.

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1649.

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1652.

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1654.

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1656.

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1724.

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1728.

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[bernardo_amorim's solution](#)

1739.

101147H

[Commandos](#) · Tutorial

Rating: — · first AC: 2020-07-08 · last AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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1740.

101147G

[The Galactic Olympics](#) · Tutorial

Rating: — · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

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1741.

101147E

[Jumping](#) · Tutorial

Rating: — · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1742.

101147A

[The game of Osho](#) · Tutorial

Rating: — · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1743.

101149K

[Revenge of the Dragon](#) · Tutorial

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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1744.

101149F

[The Weakest Sith](#) · Tutorial

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1745.

101149L

[Right Build](#) · Tutorial

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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1746.

101149M

[Ex Machina](#) · Tutorial

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1747.

101149G

[Of Zorcs and Axes](#) · Tutorial

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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1748.

101149J

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Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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1749.

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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1750.

101149I

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Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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1751.

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1752.

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1753.

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1754.

101666B

[Bearly Made It](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-06 · last AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1755.

101201L

[Windy Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · last AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1756.

102091A

[Flying Squirrel](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1757.

102091J

[Floating-Point Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1758.

102091L

[Largest Allowed Area](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-29 · last AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1759.

102091E

[How Many Groups](#) · Tutorial

Rating: — · first AC: 2020-06-30 · last AC: 2020-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1760.

102091K

[The Stream of Corning 2](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1761.

102091H

[As Rich as Crassus](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1762.

102091C

[Evolution Game](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1763.

102091D

[Bus Stop](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1764.

102091G

[Communication](#) · Tutorial

Rating: — · first AC: 2020-06-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1765.

101635K

[Blowing Candles](#) · Tutorial

Rating: — · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1766.

101635A

[Cakey McCakeFace](#) · Tutorial

Rating: — · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1767.

101635J

[Frosting on the Cake](#) · Tutorial

Rating: — · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1768.

101635F

[Shattered Cake](#) · Tutorial

Rating: — · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1769.

102263L

[Burgers](#) · Tutorial

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1770.

102263F

[Musical Chairs](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1771.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1772.

102263J

[Thanos Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1773.

102263G

[Card Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1774.

102263D

[Meeting Bahosain](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1775.

102263H

[Steaks](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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1776.

102263C

[Check The Text](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1777.

102263B

[Road to Arabella](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1778.

102263M

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1779.

102263A

[Is It Easy ?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1780.

101572K

[Kayaking Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1781.

101572I

[Import Spaghetti](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: —

[bernardo_amorim's solution](#)

1782.

101572E

[Emptying the Baltic](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1783.

101572G

[Galactic Collegiate Programming Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1784.

101572B

[Best Relay Team](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1785.

101572J

[Judging Moose](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1786.

101350E

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

Rating: — · first AC: 2020-03-14 · last AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1787.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: —

[bernardo_amorim's solution](#)

1788.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1789.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1790.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1791.

101350I

[Mirrored String II](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · last AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1792.

101845D

[Divorce](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · last AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1793.

101845F

[UN Finals](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · last AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1794.

101845L

[L-shapes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1795.

101845B

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1796.

101845G

[Generating Texts](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · last AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1797.

101845E

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

Rating: — · first AC: 2020-06-01 · last AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1798.

101845K

[Keep Your Style](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1799.

101845A

[Apple Trees](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1800.

101845M

[Marbles Lucky Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1801.

101845I

[Intense Bit Wheel](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1802.

101845H

[Happy Birthday UN](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1803.

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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1804.

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1805.

101755K

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Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1806.

101755M

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Rating: — · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1807.

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1808.

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1809.

101755B

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1810.

101755J

[Parallelograms](#) · [Tutorial](#)

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[bernardo_amorim's solution](#)

1811.

101755E

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Rating: — · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1812.

101755A

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

Rating: — · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1813.

102051I

[Nate and Integer Coefficient](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1814.

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-14 · last AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1815.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1816.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1817.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1818.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1819.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1820.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1821.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-18 · PyPy 3 (first AC) · Tags: —

[bernardo_amorim's solution](#)

1822.

102348H

[Berland Prospect](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · last AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1823.

102348F

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

Rating: — · first AC: 2020-05-11 · last AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1824.

102348E

[Painting The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[bernardo_amorim's solution](#)

1825.

102348K

[Moonbound](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1826.

102348B

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

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1827.

102348L

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1828.

102348A

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1829.

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1830.

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1831.

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1832.

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1833.

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1834.

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1835.

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1836.

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1837.

102215C

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

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1838.

102215B

[Rearrange Columns](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1839.

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1840.

101911E

[Painting the Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1841.

101911K

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

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1842.

101911C

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1843.

101911F

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1844.

101911H

[Theater Square](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1845.

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1846.

101350G

[Snake Rana](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · last AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1847.

100883A

[Random Fightings](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1848.

101291B

[Barbells](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[bernardo_amorim's solution](#)

1849.

100712G

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