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# Unique solved — burg113

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

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Filters: none

Count: 1,102

1.

2209A

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Quality: 21,522 global accepts · Rating: 800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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2.

2207A

[1-1](#) · [Tutorial](#)

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3.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

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4.

1950C

[Clock Conversion](#) · [Tutorial](#)

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5.

1950B

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6.

1950A

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Quality: 69,460 global accepts · Rating: 800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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7.

1999C

[Showering](#) · [Tutorial](#)

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8.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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9.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

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**10.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,444 global accepts · Rating: 800 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math  
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**11.**

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[burg113's solution](#)

**12.**

2167B

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Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings  
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**13.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,495 global accepts · Rating: 800 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings  
[burg113's solution](#)

**14.**

2161A

[Round Trip](#) · [Tutorial](#)

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[burg113's solution](#)

**15.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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**16.**

2147A

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**17.**

2144A

[Cut the Array](#) · [Tutorial](#)

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**18.**

2131B

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Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**19.**

2131A

[Lever](#) · [Tutorial](#)

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**20.**

2132A

[Homework](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, strings

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**21.**

2134A

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**22.**

2133B

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Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**23.**

2133A

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Quality: 30,975 global accepts · Rating: 800 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

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**24.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

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**25.**

2124A

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**26.**

2062A

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**27.**

2063A

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**28.**

2053A

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**29.**

2034A

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- 30.**  
2038J  
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- 31.**  
2038N  
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2035A  
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- 33.**  
2020A  
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- 34.**  
1991A  
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1984A  
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1981A  
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- 37.**  
1976A  
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- 38.**  
1957A  
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1935A  
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1929B  
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41.

1929A

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42.

1912L

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43.

1863A

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44.

1851B

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45.

1851A

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Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

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46.

1857A

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47.

1859A

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48.

1858A

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Quality: 66,376 global accepts · Rating: 800 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

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49.

1864A

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50.

1849A

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51.

1853A

[Desorting](#) · [Tutorial](#)

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52.

1844A

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53.

1847A

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Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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54.

1842A

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55.

1836A

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56.

1834A

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57.

1839A

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Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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58.

1825A

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59.

1829C

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60.

1829B

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61.

1829A

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**62.**

1818A

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**63.**

1806A

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**64.**

1802A

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**65.**

1353B

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**66.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: strings  
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**67.**

1800A

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Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: implementation, strings  
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**68.**

1796A

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Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings  
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**69.**

1788A

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**70.**

2209B

[Array](#) · [Tutorial](#)

Quality: 19,409 global accepts · Rating: 900 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
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**71.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**72.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,348 global accepts · Rating: 900 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
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**73.**

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,559 global accepts · Rating: 900 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: math

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**74.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**75.**

1990A

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Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, sortings

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**76.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**77.**

1973A

[Chess For Three](#) · [Tutorial](#)

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**78.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**79.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

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**80.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[burg113's solution](#)

**81.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[burg113's solution](#)

**82.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[burg113's solution](#)

**83.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[burg113's solution](#)

**84.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[burg113's solution](#)

**85.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[burg113's solution](#)

**86.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

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**87.**

2167D

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

Quality: 30,220 global accepts · Rating: 1000 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

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**88.**

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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**89.**

2144B

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

Quality: 18,475 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**90.**

2124B

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Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

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**91.**

2034B

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Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

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**92.**

1969B

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**93.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

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- 94.**  
1851C  
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Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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- 95.**  
1859B  
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- 96.**  
1858C  
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- 97.**  
1849B  
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- 98.**  
1844B  
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- 99.**  
1847B  
[Hamon Odyssey](#) · [Tutorial](#)  
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- 100.**  
1840C  
[Ski Resort](#) · [Tutorial](#)  
Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers  
[burg113's solution](#)
- 101.**  
1841B  
[Keep it Beautiful](#) · [Tutorial](#)  
Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[burg113's solution](#)
- 102.**  
1834B  
[Maximum Strength](#) · [Tutorial](#)  
Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[burg113's solution](#)
- 103.**  
1825B  
[LuoTianyi and the Table](#) · [Tutorial](#)  
Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[burg113's solution](#)
- 104.**  
1829D  
[Gold Rush](#) · [Tutorial](#)  
Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp,

implementation

[burg113's solution](#)

**105.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[burg113's solution](#)

**106.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[burg113's solution](#)

**107.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[burg113's solution](#)

**108.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[burg113's solution](#)

**109.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[burg113's solution](#)

**110.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: greedy, strings

[burg113's solution](#)

**111.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, number theory

[burg113's solution](#)

**112.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[burg113's solution](#)

**113.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,003 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[burg113's solution](#)

**114.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[burg113's solution](#)

**115.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[burg113's solution](#)

**116.**

1991B

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

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[burg113's solution](#)

**117.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[burg113's solution](#)

**118.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[burg113's solution](#)

**119.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,421 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[burg113's solution](#)

**120.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[burg113's solution](#)

**121.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[burg113's solution](#)

**122.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[burg113's solution](#)

**123.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[burg113's solution](#)

**124.**

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[burg113's solution](#)

**125.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[burg113's solution](#)

**126.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[burg113's solution](#)

**127.**

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[burg113's solution](#)

**128.**

2174A

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

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[burg113's solution](#)

**129.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,075 global accepts · Rating: 1200 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[burg113's solution](#)

**130.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[burg113's solution](#)

**131.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[burg113's solution](#)

**132.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,690 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[burg113's solution](#)

**133.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[burg113's solution](#)

**134.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[burg113's solution](#)

**135.**

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[burg113's solution](#)

**136.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[burg113's solution](#)

**137.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[burg113's solution](#)

**138.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[burg113's solution](#)

**139.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[burg113's solution](#)

**140.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[burg113's solution](#)

**141.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[burg113's solution](#)

**142.**

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[burg113's solution](#)

**143.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,417 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[burg113's solution](#)

**144.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[burg113's solution](#)

**145.**

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings  
[burg113's solution](#)

**146.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[burg113's solution](#)

**147.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[burg113's solution](#)

**148.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[burg113's solution](#)

**149.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy, hashing, strings  
[burg113's solution](#)

**150.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[burg113's solution](#)

**151.**

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math  
[burg113's solution](#)

**152.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[burg113's solution](#)

**153.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation  
[burg113's solution](#)

**154.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[burg113's solution](#)

**155.**

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[burg113's solution](#)

**156.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[burg113's solution](#)

**157.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[burg113's solution](#)

**158.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[burg113's solution](#)

**159.**

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[burg113's solution](#)

**160.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[burg113's solution](#)

**161.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[burg113's solution](#)

**162.**

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[burg113's solution](#)

**163.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math  
[burg113's solution](#)

**164.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[burg113's solution](#)

**165.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[burg113's solution](#)

**166.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[burg113's solution](#)

**167.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees

[burg113's solution](#)

**168.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[burg113's solution](#)

**169.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees

[burg113's solution](#)

**170.**

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[burg113's solution](#)

**171.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[burg113's solution](#)

**172.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[burg113's solution](#)

**173.**

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,465 global accepts · Rating: 1300 · first AC: 2023-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[burg113's solution](#)

**174.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1400 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[burg113's solution](#)

**175.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[burg113's solution](#)

**176.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[burg113's solution](#)

**177.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[burg113's solution](#)

**178.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[burg113's solution](#)

**179.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[burg113's solution](#)

**180.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[burg113's solution](#)

**181.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[burg113's solution](#)

**182.**

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,220 global accepts · Rating: 1400 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[burg113's solution](#)

**183.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[burg113's solution](#)

**184.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[burg113's solution](#)

**185.**

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[burg113's solution](#)

**186.**

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[burg113's solution](#)

**187.**

2035C

[Alya and Permutation](#) · [Tutorial](#)

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[burg113's solution](#)

**188.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[burg113's solution](#)

**189.**

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[burg113's solution](#)

**190.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[burg113's solution](#)

**191.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[burg113's solution](#)

**192.**

1863D

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

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

[burg113's solution](#)

**193.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[burg113's solution](#)

**194.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[burg113's solution](#)

**195.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[burg113's solution](#)

**196.**

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[burg113's solution](#)

**197.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[burg113's solution](#)

**198.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[burg113's solution](#)

**199.**

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[burg113's solution](#)

**200.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, number theory, strings

[burg113's solution](#)

**201.**

1999G1

[Ruler \(easy version\)](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[burg113's solution](#)

**202.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[burg113's solution](#)

**203.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[burg113's solution](#)

**204.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[burg113's solution](#)

**205.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[burg113's solution](#)

**206.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,574 global accepts · Rating: 1500 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[burg113's solution](#)

**207.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1500 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[burg113's solution](#)

**208.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[burg113's solution](#)

**209.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[burg113's solution](#)

**210.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[burg113's solution](#)

**211.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[burg113's solution](#)

**212.**

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[burg113's solution](#)

**213.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[burg113's solution](#)

**214.**

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[burg113's solution](#)

**215.**

2207C

[Where's My Water? · Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[burg113's solution](#)

**216.**

2207B

[One Night At Freddy's · Tutorial](#)

Quality: 5,819 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[burg113's solution](#)

**217.**

2157D

[Billion Players Game · Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[burg113's solution](#)

**218.**

2167G

[Mukhammadali and the Smooth Array · Tutorial](#)

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[burg113's solution](#)

**219.**

2167F

[Tree, TREE!!! · Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[burg113's solution](#)

**220.**

2167E

[khba Loves to Sleep! · Tutorial](#)

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[burg113's solution](#)

**221.**

2129B

[Stay or Mirror · Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[burg113's solution](#)

**222.**

2063C

[Remove Exactly Two · Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[burg113's solution](#)

**223.**

2046B

[Move Back at a Cost · Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[burg113's solution](#)

**224.**

2034D

[Darius' Wisdom · Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[burg113's solution](#)

**225.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[burg113's solution](#)

**226.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[burg113's solution](#)

**227.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[burg113's solution](#)

**228.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, two pointers

[burg113's solution](#)

**229.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1600 · first AC: 2023-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[burg113's solution](#)

**230.**

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[burg113's solution](#)

**231.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[burg113's solution](#)

**232.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[burg113's solution](#)

**233.**

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[burg113's solution](#)

**234.**

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[burg113's solution](#)

**235.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[burg113's solution](#)

**236.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[burg113's solution](#)

**237.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[burg113's solution](#)

**238.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[burg113's solution](#)

**239.**

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-03-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[burg113's solution](#)

**240.**

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[burg113's solution](#)

**241.**

1999G2

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

Quality: 11,032 global accepts · Rating: 1700 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[burg113's solution](#)

**242.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[burg113's solution](#)

**243.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[burg113's solution](#)

**244.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[burg113's solution](#)

**245.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[burg113's solution](#)

**246.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math  
[burg113's solution](#)

**247.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,105 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[burg113's solution](#)

**248.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[burg113's solution](#)

**249.**

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[burg113's solution](#)

**250.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[burg113's solution](#)

**251.**

1984C2

[Magnitude \(Hard Version\)](#) · [Tutorial](#)

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[burg113's solution](#)

**252.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings  
[burg113's solution](#)

**253.**

1906M

[Triangle Construction](#) · [Tutorial](#)

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[burg113's solution](#)

**254.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[burg113's solution](#)

**255.**

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[burg113's solution](#)

**256.**

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[burg113's solution](#)

**257.**

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[burg113's solution](#)

**258.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[burg113's solution](#)

**259.**

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[burg113's solution](#)

**260.**

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[burg113's solution](#)

**261.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[burg113's solution](#)

**262.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[burg113's solution](#)

**263.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[burg113's solution](#)

**264.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,596 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[burg113's solution](#)

**265.**

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[burg113's solution](#)

**266.**

2127D

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

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[burg113's solution](#)

**267.**

626D

[Jerry's Protest · Tutorial](#)

Quality: 3,161 global accepts · Rating: 1800 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[burg113's solution](#)

**268.**

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[burg113's solution](#)

**269.**

2081A

[Math Division · Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[burg113's solution](#)

**270.**

2045M

[Mirror Maze · Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[burg113's solution](#)

**271.**

1990D

[Grid Puzzle · Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[burg113's solution](#)

**272.**

2035D

[Yet Another Real Number Problem · Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[burg113's solution](#)

**273.**

2020D

[Connect the Dots · Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[burg113's solution](#)

**274.**

1981C

[Turtle and an Incomplete Sequence · Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy, implementation, math

[burg113's solution](#)

**275.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[burg113's solution](#)

**276.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[burg113's solution](#)

**277.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[burg113's solution](#)

**278.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[burg113's solution](#)

**279.**

1781D

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

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[burg113's solution](#)

**280.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[burg113's solution](#)

**281.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[burg113's solution](#)

**282.**

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[burg113's solution](#)

**283.**

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[burg113's solution](#)

**284.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[burg113's solution](#)

**285.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[burg113's solution](#)

**286.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[burg113's solution](#)

**287.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[burg113's solution](#)

**288.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[burg113's solution](#)

**289.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[burg113's solution](#)

**290.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,196 global accepts · Rating: 1900 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[burg113's solution](#)

**291.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[burg113's solution](#)

**292.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[burg113's solution](#)

**293.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[burg113's solution](#)

**294.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[burg113's solution](#)

**295.**

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[burg113's solution](#)

**296.**

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[burg113's solution](#)

**297.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[burg113's solution](#)

**298.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[burg113's solution](#)

**299.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[burg113's solution](#)

**300.**

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[burg113's solution](#)

**301.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[burg113's solution](#)

**302.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[burg113's solution](#)

**303.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[burg113's solution](#)

**304.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[burg113's solution](#)

**305.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[burg113's solution](#)

**306.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[burg113's solution](#)

**307.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[burg113's solution](#)

**308.**

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[burg113's solution](#)

**309.**

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, interactive, probabilities

[burg113's solution](#)

**310.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[burg113's solution](#)

**311.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[burg113's solution](#)

**312.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[burg113's solution](#)

**313.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[burg113's solution](#)

**314.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[burg113's solution](#)

**315.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[burg113's solution](#)

**316.**

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[burg113's solution](#)

**317.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[burg113's solution](#)

**318.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[burg113's solution](#)

**319.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[burg113's solution](#)

**320.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[burg113's solution](#)

**321.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[burg113's solution](#)

**322.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[burg113's solution](#)

**323.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[burg113's solution](#)

**324.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[burg113's solution](#)

**325.**

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[burg113's solution](#)

**326.**

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[burg113's solution](#)

**327.**

2124E

[Make it Zero · Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[burg113's solution](#)

**328.**

2115B

[Gellyfish and Camellia Japonica · Tutorial](#)

Quality: 3,992 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[burg113's solution](#)

**329.**

2068C

[Ads · Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[burg113's solution](#)

**330.**

2045I

[Microwavable Subsequence · Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[burg113's solution](#)

**331.**

2046C

[Adventurers · Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[burg113's solution](#)

**332.**

2038K

[Grid Walk · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[burg113's solution](#)

**333.**

2038B

[Make It Equal · Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[burg113's solution](#)

**334.**

1938J

[There and Back Again · Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[burg113's solution](#)

**335.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[burg113's solution](#)

**336.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[burg113's solution](#)

**337.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[burg113's solution](#)

**338.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[burg113's solution](#)

**339.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[burg113's solution](#)

**340.**

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[burg113's solution](#)

**341.**

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[burg113's solution](#)

**342.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[burg113's solution](#)

**343.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[burg113's solution](#)

**344.**

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[burg113's solution](#)

**345.**

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths  
[burg113's solution](#)

**346.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math  
[burg113's solution](#)

**347.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees  
[burg113's solution](#)

**348.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[burg113's solution](#)

**349.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[burg113's solution](#)

**350.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[burg113's solution](#)

**351.**

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[burg113's solution](#)

**352.**

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive  
[burg113's solution](#)

**353.**

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees  
[burg113's solution](#)

**354.**

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp  
[burg113's solution](#)

**355.**

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[burg113's solution](#)

**356.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[burg113's solution](#)

**357.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[burg113's solution](#)

**358.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[burg113's solution](#)

**359.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[burg113's solution](#)

**360.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[burg113's solution](#)

**361.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2300 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[burg113's solution](#)

**362.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[burg113's solution](#)

**363.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[burg113's solution](#)

**364.**

2161E

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

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[burg113's solution](#)

**365.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[burg113's solution](#)

**366.**

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[burg113's solution](#)

**367.**

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths, trees

[burg113's solution](#)

**368.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[burg113's solution](#)

**369.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[burg113's solution](#)

**370.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[burg113's solution](#)

**371.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[burg113's solution](#)

**372.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[burg113's solution](#)

**373.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[burg113's solution](#)

**374.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[burg113's solution](#)

**375.**

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[burg113's solution](#)

**376.**

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[burg113's solution](#)

**377.**

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[burg113's solution](#)

**378.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[burg113's solution](#)

**379.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[burg113's solution](#)

**380.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[burg113's solution](#)

**381.**

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, trees

[burg113's solution](#)

**382.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2700 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[burg113's solution](#)

**383.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[burg113's solution](#)

**384.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[burg113's solution](#)

**385.**

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[burg113's solution](#)

**386.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[burg113's solution](#)

**387.**

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[burg113's solution](#)

**388.**

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[burg113's solution](#)

**389.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[burg113's solution](#)

**390.**

2222D

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

Quality: 3,194 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[burg113's solution](#)

**391.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[burg113's solution](#)

**392.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[burg113's solution](#)

**393.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[burg113's solution](#)

**394.**

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

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

[burg113's solution](#)

**395.**

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**396.**

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**397.**

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**398.**

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**399.**

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**400.**

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**401.**

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**402.**

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**403.**

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**404.**

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**405.**

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**406.**

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**407.**

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**408.**

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**409.**

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**410.**

101623C

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**411.**

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**412.**

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**413.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**414.**

101623K

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

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**415.**

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**416.**

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**417.**

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**418.**

106193K

[Keys and Grates](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**419.**

106193L

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

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**420.**

106193I

[Infection Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**421.**

106193H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**422.**

106193E

[Eight-Connected Figures](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**423.**

106193A

[Asynchronous Processor](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**424.**

106193D

[Defense Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**425.**

106193F

[Faulty Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**426.**

106193J

[Judging Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**427.**

106193C

[Compact Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**428.**

106193B

[Bounding Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**429.**

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**430.**

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**431.**

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**432.**

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**433.**

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**434.**

106225B

[Billion Players Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**435.**

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**436.**

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**437.**

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**438.**

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**439.**

106178L

[Lonely Creatures](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · last AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**440.**

106178D

[Displaying Decimals](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**441.**

106178I

[Infiltration Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**442.**

106178C

[Clean Streets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**443.**

106178E

[Emergency Rations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**444.**

106178F

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

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**445.**

106178B

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

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**446.**

106178K

[Kings Conquest](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**447.**

106178A

[Apple Pie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**448.**

106178H

[Harder Horizons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**449.**

106178J

[Judgmental Crowd](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**450.**

106056H

[Swapping Operation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**451.**

106056D

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**452.**

106056J

[Escape Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**453.**

106056M

[Canvas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**454.**

106056F

[X Equals Y](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**455.**

106056L

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**456.**

106056C

[New but Nostalgic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**457.**

106056B

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**458.**

105471K

[Penguins in Refrigerator](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**459.**

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**460.**

105471B

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

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**461.**

105471A

[An Easy Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**462.**

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**463.**

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**464.**

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: —  
[burg113's solution](#)

**465.**

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**466.**

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**467.**

105444I

[Infection Estimation](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · last AC: 2025-07-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**468.**

105444F

[Film Critics](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**469.**

105444H

[Hiring and Firing](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**470.**

105444E

[Exhaustive Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**471.**

105444K

[Keep Calm And Carry Off](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**472.**

105444D

[Dams in Distress](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**473.**

105444J

[Joining Flows](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**474.**

105444G

[Gig Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**475.**

105444A

[Array of Discord](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**476.**

105444C

[Coin Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**477.**

105444M

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

Rating: — · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**478.**

105493D

[Conspiracy Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**479.**

105493C

[Tomorrow Will Be Better Than Yesterday](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**480.**

105493G

[Exhausting Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**481.**

105493H

[Tiring Wait](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**482.**

105493B

[Scientific Hypotheses](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**483.**

105493F

[Volunteering](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**484.**

105493I

[Fair Diversity](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**485.**

105493A

[New Functionality](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**486.**

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**487.**

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**488.**

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**489.**

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**490.**

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**491.**

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**492.**

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**493.**

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**494.**

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**495.**

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**496.**

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**497.**

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**498.**

105465G

[Graph Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**499.**

105465C

[Christmas Sky](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**500.**

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**501.**

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**502.**

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**503.**

105465A

[AND-OR closure](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**504.**

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**505.**

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**506.**

105465B

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

Rating: — · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**507.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**508.**

104172L

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

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**509.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**510.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**511.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**512.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**513.**

105627D

[Cup of Tea](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**514.**

105627E

[Largest Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**515.**

105627L

[Rolling-Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**516.**

105627M

[Colorful Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**517.**

105627J

[Cafebazaar's Applications](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**518.**

105627I

[Pistons](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**519.**

105627F

[Micromaster's Certificates](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**520.**

105627H

[Star Wars](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**521.**

105627B

[Hezardastan's Annual Report](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**522.**

105627A

[Micromasters](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**523.**

105698L

[LIS on Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · last AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**524.**

105698E

[Extra Character](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**525.**

105698D

[Depth of Cartesian Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**526.**

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**527.**

105698I

[Inequality Satisfying Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**528.**

105698G

[Get Mex Range Add Linear](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**529.**

105869L

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**530.**

105869J

[Sumotonic Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**531.**

105869H

[Decent Path Around Bajtów](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**532.**

105869I

[Random Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**533.**

105869D

[Money in the Hat](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**534.**

105869G

[Road Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**535.**

105869E

[Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**536.**

105869C

[Diamonds and the Genie](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**537.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**538.**

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**539.**

104021J

[Toad's Travel](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**540.**

104021E

[XOR Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**541.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**542.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**543.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[burg113's solution](#)

**544.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**545.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**546.**

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**547.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**548.**

104021N

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

Rating: — · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**549.**

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**550.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**551.**

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**552.**

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**553.**

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**554.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**555.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**556.**

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**557.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**558.**

105486C

[Chinese Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[burg113's solution](#)

**559.**

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**560.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**561.**

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**562.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**563.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**564.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**565.**

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**566.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**567.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**568.**

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**569.**

105358G

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**570.**

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**571.**

105358A

[Gambling on Choosing Regionals](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**572.**

105358L

[502 Bad Gateway](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**573.**

105358J

[Stacking of Goods](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**574.**

105358I

[Strange Binary](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**575.**

105358F

[Tourist](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**576.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**577.**

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**578.**

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**579.**

104270D

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

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**580.**

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**581.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**582.**

104270M

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

Rating: — · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**583.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**584.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**585.**

104832I

[Liquid Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**586.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**587.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**588.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**589.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**590.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**591.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**592.**

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**593.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**594.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**595.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**596.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**597.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**598.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**599.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**600.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**601.**

105677C

[Phryctoria](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**602.**

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**603.**

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**604.**

105677D

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

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**605.**

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**606.**

105677I

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Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**607.**

105677G

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

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[burg113's solution](#)

**608.**

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**609.**

105677H

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Rating: — · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**610.**

105633L

[Peculiar Protocol](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**611.**

105633F

[The Farthest Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**612.**

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**613.**

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**614.**

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**615.**

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**616.**

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**617.**

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**618.**

105442B

[Cowproximation](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**619.**

105442E

[Pigpartite Giraffe](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**620.**

105442L

[Watchdogs](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**621.**

105442I

[P||k Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**622.**

105442J

[Rabid Rabbit](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**623.**

105442C

[Reptile Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**624.**

105442D

[Fishception](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**625.**

105442H

[Ornithology](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**626.**

105442G

[Pray Mink](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**627.**

105442F

[Hamster](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**628.**

105442A

[Flag Bearer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**629.**

105442K

[Fellow Sheep](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**630.**

105667B

[Snakes on a Grid](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**631.**

105667A

[Toy Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**632.**

105666A

[Number Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**633.**

105657M

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

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**634.**

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**635.**

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**636.**

105657B

[Barkley III](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**637.**

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**638.**

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**639.**

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**640.**

105459I

[A Brand New Geometric Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**641.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**642.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**643.**

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**644.**

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**645.**

105459A

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Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**646.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**647.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**648.**

105459C

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Rating: — · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**649.**

105461H

[Zürich Trams](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**650.**

105461L

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

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**651.**

105461B

[Digital Products](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**652.**

105461D

[LSB](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**653.**

105461J

[Gibberish](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**654.**

105461E

[Lighting the Street](#) · [Tutorial](#)

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**655.**

105461C

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**656.**

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**657.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**658.**

104064D

[Dyson Circle](#) · [Tutorial](#)

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[burg113's solution](#)

**659.**

104064G

[Glossary Arrangement](#) · [Tutorial](#)

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**660.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**661.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**662.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**663.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**664.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**665.**

104873F

[Forgotten Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**666.**

104873H

[Halves Not Equal](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**667.**

104873J

[Joined Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**668.**

104873I

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**669.**

104873D

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**670.**

104873L

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**671.**

104873C

[Counting Stairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**672.**

104873G

[Generalized German Quotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**673.**

104873B

[Building a Stair](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**674.**

104873E

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

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**675.**

104873A

[Accumulator Battery](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**676.**

104976E

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**677.**

104976H

[Sugar Sweet II](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**678.**

104976G

[Snake Move](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**679.**

104976J

[Mysterious Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**680.**

104976D

[Operator Precedence](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**681.**

104976M

[V-Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**682.**

105484F

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Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**683.**

105484B

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Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**684.**

105484M

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Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**685.**

105484C

[Topology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**686.**

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**687.**

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**688.**

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**689.**

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**690.**

105537G

[Game of Annihilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**691.**

105537L

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Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**692.**

105537H

[Hanoi Towers Reloaded](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**693.**

105537C

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Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**694.**

105537K

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Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**695.**

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**696.**

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**697.**

105537F

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Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**698.**

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**699.**

105505L

[Latin Squares](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**700.**

105505D

[Diverse T-Shirts](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**701.**

105505G

[Grand Glory Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**702.**

105505K

[Kool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**703.**

105505C

[Cindy's Christmas Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**704.**

105505E

[Evereth Expedition](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**705.**

105505J

[Jigsaw of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**706.**

105505F

[Finding Privacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**707.**

105505A

[Append and Panic!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**708.**

105492D

[Disgruntled Diner](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**709.**

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**710.**

105492K

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

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**711.**

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**712.**

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**713.**

105492E

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Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**714.**

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**715.**

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**716.**

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**717.**

105492A

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Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**718.**

105492J

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Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**719.**

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**720.**

105446C

[Cross Country](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**721.**

105446B

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Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**722.**

105446F

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Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**723.**

105446I

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**724.**

105446K

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Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**725.**

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**726.**

105446L

[Leg Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**727.**

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**728.**

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
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**729.**

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**730.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**731.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**732.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**733.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**734.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**735.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**736.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**737.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**738.**

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**739.**

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**740.**

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**741.**

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[burg113's solution](#)

**742.**

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: —  
[burg113's solution](#)

**743.**

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**744.**

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**745.**

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**746.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**747.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**748.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**749.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**750.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**751.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**752.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**753.**

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**754.**

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**755.**

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**756.**

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**757.**

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**758.**

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**759.**

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**760.**

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**761.**

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**762.**

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**763.**

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**764.**

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**765.**

101908M

[Modifying SAT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**766.**

101908G

[Gasoline](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**767.**

101908J

[Joining Capitals](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**768.**

101908L

[Subway Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**769.**

101908F

[Music Festival](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**770.**

101908B

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**771.**

101908C

[Pizza Cutter](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**772.**

101908I

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**773.**

101908E

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Rating: — · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**774.**

101908D

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**775.**

104128D

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Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**776.**

104128G

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Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**777.**

104128M

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**778.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**779.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**780.**

104128I

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**781.**

105139H

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**782.**

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**783.**

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**784.**

105139B

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**785.**

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**786.**

105139E

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**787.**

103960G

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**788.**

103960L

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**789.**

103960C

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**790.**

103960H

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Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**791.**

103960D

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Rating: — · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**792.**

103960F

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**793.**

103960N

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**794.**

103960E

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Rating: — · first AC: 2024-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**795.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**796.**

103960I

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**797.**

103960A

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**798.**

102428C

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**799.**

102428D

[Dazzling stars](#) · [Tutorial](#)

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**800.**

102428G

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**801.**

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

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**802.**

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**803.**

102428L

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Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**804.**

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**805.**

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**806.**

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**807.**

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**808.**

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**809.**

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**810.**

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**811.**

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**812.**

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**813.**

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**814.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**815.**

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**816.**

102861D

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

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**817.**

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**818.**

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**819.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**820.**

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**821.**

102861N

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

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**822.**

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**823.**

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**824.**

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**825.**

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**826.**

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**827.**

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**828.**

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**829.**

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**830.**

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**831.**

104848G

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

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**832.**

104848H

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

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**833.**

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**834.**

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**835.**

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**836.**

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**837.**

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**838.**

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**839.**

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**840.**

104821G

[Knapsack](#) · [Tutorial](#)

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**841.**

104821F

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**842.**

104821I

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**843.**

104821C

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**844.**

105167E

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**845.**

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**846.**

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**847.**

105167G

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Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**848.**

105167F

[Fraudulent Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**849.**

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**850.**

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**851.**

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**852.**

105167A

[Attending Classes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**853.**

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**854.**

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**855.**

105167C

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Rating: — · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**856.**

104874L

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

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**857.**

104874C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**858.**

104874K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**859.**

104874B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**860.**

104874J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**861.**

104874E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**862.**

104874I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**863.**

104874H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**864.**

104874M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**865.**

104874A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**866.**

104757H

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

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**867.**

104757G

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Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**868.**

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**869.**

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**870.**

104757E

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Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**871.**

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
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**872.**

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[burg113's solution](#)

**873.**

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · PyPy 3-64 (first AC) · Tags: —  
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**874.**

104757A

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**875.**

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**876.**

104772C

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**879.**

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**880.**

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**881.**

104772K

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**882.**

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**883.**

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**884.**

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104651A

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**886.**

104651D

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**887.**

104651J

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**888.**

104651E

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**889.**

104871K

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**890.**

104871I

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**891.**

104871D

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**892.**

104871H

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**893.**

104871E

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**894.**

104871B

[Ball Passing](#) · [Tutorial](#)

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**895.**

105020F

[Distinct](#) · [Tutorial](#)

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**896.**

105020I

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**897.**

105020L

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**898.**

105020K

[Wrong digits](#) · [Tutorial](#)

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**899.**

105020N

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**900.**

105020D

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

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**901.**

105020E

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**902.**

105020C

[Ice Coffee](#) · [Tutorial](#)

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**903.**

105020M

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**904.**

105020G

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**905.**

105020B

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**906.**

105020H

[Cookies](#) · [Tutorial](#)

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**907.**

105020J

[Hide and Seek](#) · [Tutorial](#)

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**908.**

105020A

[Mood](#) · [Tutorial](#)

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**909.**

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**910.**

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**911.**

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**913.**

104196K

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**914.**

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**915.**

104196J

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**916.**

104196A

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**917.**

104196B

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**918.**

104196G

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**919.**

104673J

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**920.**

104673B

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**921.**

104673H

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**922.**

104673L

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**923.**

104673A

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**924.**

104673E

[Mower](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[burg113's solution](#)

**925.**

104673C

[Earthquake](#) · [Tutorial](#)

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**926.**

104673G

[Patio](#) · [Tutorial](#)

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**927.**

104673K

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**928.**

104673D

[Journals](#) · [Tutorial](#)

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**929.**

104670I

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**930.**

104670H

[Hiring Help](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**931.**

104670C

[Customs Controls](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**932.**

104670F

[Fortune From Folly](#) · [Tutorial](#)

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[burg113's solution](#)

**933.**

104670D

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

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**934.**

104670J

[Joint Jog Jam](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**935.**

104670A

[Antenna Analysis](#) · [Tutorial](#)

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**936.**

104670G

[Grazed Grains](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[burg113's solution](#)

**937.**

104670K

[Knot Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[burg113's solution](#)

**938.**

104670L

[Locust Locus](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[burg113's solution](#)

**939.**

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[burg113's solution](#)

**940.**

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[burg113's solution](#)

**941.**

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**942.**

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**943.**

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**944.**

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**945.**

101873B

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Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**946.**

101873G

[Water Testing](#) · [Tutorial](#)

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**947.**

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**948.**

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**949.**

101873K

[You Are Fired](#) · [Tutorial](#)

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**950.**

104854K

[Kenough Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**951.**

104854C

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**952.**

104854I

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**953.**

104854E

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**954.**

104854J

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**955.**

104854B

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**956.**

104854G

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Rating: — · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**957.**

104854D

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**958.**

104854F

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**959.**

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**960.**

102021G

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**961.**

102021M

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**962.**

102021B

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**963.**

102021K

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**964.**

102021A

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**965.**

102021H

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**966.**

102021E

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Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**967.**

102021L

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Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**968.**

102021F

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**969.**

102021C

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Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**970.**

102021D

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Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**971.**

102021I

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Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**972.**

104785F

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Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**973.**

104785G

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**974.**

104785J

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Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**975.**

104785C

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**976.**

104785A

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**977.**

104785K

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**978.**

104785L

[Last One Standing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**979.**

104785M

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Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**980.**

104785B

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Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**981.**

104785N

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**982.**

104785D

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**983.**

104782I

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**984.**

104782D

[Edenland](#) · [Tutorial](#)

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**985.**

104782H

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**986.**

104782L

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**987.**

104782E

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Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**988.**

104782C

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Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**989.**

104782G

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**990.**

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Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**991.**

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**994.**

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**997.**

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**998.**

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**1000.**

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**1001.**

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**1002.**

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**1003.**

101635A

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**1004.**

101635F

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**1005.**

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**1006.**

104614F

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**1007.**

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**1009.**

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**1010.**

104614B

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**1011.**

104614J

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**1012.**

104614I

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**1013.**

104614G

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104614D

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**1015.**

104736J

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**1016.**

104736G

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**1017.**

104736F

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**1018.**

104736C

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**1019.**

104736I

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**1020.**

104736L

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**1021.**

104736D

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104252G

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104252K

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[burg113's solution](#)**1026.**

104252H

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104252M

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104252I

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104252A

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104252E

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104252C

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104252D

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**1033.**

104666J

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**1034.**

104666B

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**1035.**

104666H

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1036.**

104666L

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**1037.**

104666D

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**1038.**

104666F

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**1039.**

104666E

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**1040.**

104666I

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**1041.**

104666G

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**1042.**

104666A

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1043.**

104666C

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Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1044.**

104686E

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**1045.**

104686L

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**1046.**

104686K

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**1047.**

104686C

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**1048.**

104686D

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**1049.**

102392G

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**1050.**

102392J

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**1051.**

102392I

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**1052.**

102392D

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**1053.**

101987C

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**1054.**

101987F

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**1055.**

101987K

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**1056.**

101987L

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**1057.**

101987E

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**1058.**

101987D

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**1059.**

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**1060.**

103438H

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**1061.**

103438L

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**1062.**

103438J

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**1063.**

103438G

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103438N

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