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Unique solved — buyolitsez

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1.

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3.

4A

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4.

1571A

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5.

1556A

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6.

1482A

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7.

1452C

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8.

1452A

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9.

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10.

1447A

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11.

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12.

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13.

1409A

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14.

1353B

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1353A

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16.

1305A

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1294A

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19.

1223A

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20.

1234A

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21.

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22.

1220A

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23.

999A

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24.

1191A

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25.

1189A

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26.

1186A

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27.

1183A

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28.

1180A

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29.

1185A

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30.

780A

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31.

181A

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32.

734B

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33.

732A

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34.

723A

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35.

546A

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36.

1031A

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37.

1080A

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38.

71A

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1176A

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40.

1173A

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41.

676A

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42.

910A

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43.

1148A

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44.

939A

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45.

158A

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46.

1167A

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47.

50A

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48.

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49.

1159A

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50.

1162A

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51.

427A

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52.

978B

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53.

1150A

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54.

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55.

1003A

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56.

835A

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57.

721A

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58.

1146A

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59.

1152A

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60.

1154A

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61.

1144A

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62.

1139A

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63.

1130A

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431A

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66.

749A

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67.

711A

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68.

509A

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69.

703A

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70.

758A

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71.

581A

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72.

200B

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73.

677A

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74.

755A

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75.

1106A

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76.

1108A

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77.

1104A

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78.

202A

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79.

750A

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80.

734A

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81.

344A

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82.

617A

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83.

136A

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84.

263A

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85.

867A

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86.

959A

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87.

935A

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88.

785A

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89.

791A

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90.

705A

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91.

1030A

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92.

977A

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93.

702A

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94.

894A

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95.

996A

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96.

1006A

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97.

1102A

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98.

1099A

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99.

1097A

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100.

1095A

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101.

1085A

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102.

1092B

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103.

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104.

1081A

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105.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[buyolitsez's solution](#)

106.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
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107.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
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108.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[buyolitsez's solution](#)

109.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[buyolitsez's solution](#)

110.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,341 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[buyolitsez's solution](#)

111.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[buyolitsez's solution](#)

112.

1354A

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

113.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,075 global accepts · Rating: 900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings
[buyolitsez's solution](#)

114.

26A

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Quality: 42,776 global accepts · Rating: 900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[buyolitsez's solution](#)

115.

1225A

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Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[buyolitsez's solution](#)

116.

1238A

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

Quality: 28,065 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
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117.

1216B

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Quality: 19,680 global accepts · Rating: 900 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[buyolitsez's solution](#)

118.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[buyolitsez's solution](#)

119.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[buyolitsez's solution](#)

120.

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math
[buyolitsez's solution](#)

121.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2019-06-24 · MS C++ 2017 (first AC) · Tags: implementation, strings
[buyolitsez's solution](#)

122.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,048 global accepts · Rating: 900 · first AC: 2019-06-15 · MS C++ 2017 (first AC) · Tags: implementation, number theory
[buyolitsez's solution](#)

123.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2019-06-14 · MS C++ 2017 (first AC) · Tags: implementation
[buyolitsez's solution](#)

124.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2019-06-14 · MS C++ 2017 (first AC) · Tags: math
[buyolitsez's solution](#)

125.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[buyolitsez's solution](#)

126.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,912 global accepts · Rating: 900 · first AC: 2019-05-29 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math, sortings
[buyolitsez's solution](#)

127.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,790 global accepts · Rating: 900 · first AC: 2019-05-28 · MS C++ 2017 (first AC) · Tags: implementation, strings
[buyolitsez's solution](#)

128.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[buyolitsez's solution](#)

129.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[buyolitsez's solution](#)

130.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy
[buyolitsez's solution](#)

131.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-11 · MS C++ 2017 (first AC) · Tags: greedy, math
[buyolitsez's solution](#)

132.

1005B

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

Quality: 27,389 global accepts · Rating: 900 · first AC: 2019-05-05 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings
[buyolitsez's solution](#)

133.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-04-29 · MS C++ 2017 (first AC) · Tags: greedy, implementation
[buyolitsez's solution](#)

134.

115A

[Party](#) · [Tutorial](#)

Quality: 43,361 global accepts · Rating: 900 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[buyolitsez's solution](#)

135.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[buyolitsez's solution](#)

136.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[buyolitsez's solution](#)

137.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[buyolitsez's solution](#)

138.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[buyolitsez's solution](#)

139.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[buyolitsez's solution](#)

140.

580A

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

Quality: 104,704 global accepts · Rating: 900 · first AC: 2019-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[buyolitsez's solution](#)

141.

1095B

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

Quality: 24,340 global accepts · Rating: 900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[buyolitsez's solution](#)

142.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[buyolitsez's solution](#)

143.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,456 global accepts · Rating: 1000 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[buyolitsez's solution](#)

144.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,856 global accepts · Rating: 1000 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[buyolitsez's solution](#)

145.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[buyolitsez's solution](#)

146.

1405B

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

Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[buyolitsez's solution](#)

147.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[buyolitsez's solution](#)

148.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[buyolitsez's solution](#)

149.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[buyolitsez's solution](#)

150.

1277A

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

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[buyolitsez's solution](#)

151.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,434 global accepts · Rating: 1000 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[buyolitsez's solution](#)

152.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[buyolitsez's solution](#)

153.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[buyolitsez's solution](#)

154.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[buyolitsez's solution](#)

155.

1225B1

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

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

[buyolitsez's solution](#)

156.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[buyolitsez's solution](#)

157.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[buyolitsez's solution](#)

158.

1223B

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

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

[buyolitsez's solution](#)

159.

1234B1

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

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[buyolitsez's solution](#)

160.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[buyolitsez's solution](#)

161.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · MS C++ 2017 (first AC) · Tags: greedy, math

[buyolitsez's solution](#)

162.

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1000 · first AC: 2019-06-13 · MS C++ 2017 (first AC) · Tags: implementation

[buyolitsez's solution](#)

163.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,580 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[buyolitsez's solution](#)

164.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,025 global accepts · Rating: 1000 · first AC: 2019-06-04 · MS C++ 2017 (first AC) · Tags: brute force, dfs and similar, math

[buyolitsez's solution](#)

165.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 1000 · first AC: 2019-06-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, sortings

[buyolitsez's solution](#)

166.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2019-05-31 · MS C++ 2017 (first AC) · Tags: implementation

[buyolitsez's solution](#)

167.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[buyolitsez's solution](#)

168.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2019-05-23 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[buyolitsez's solution](#)

169.

1165B

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

Quality: 24,289 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[buyolitsez's solution](#)

170.

1A

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Quality: 320,278 global accepts · Rating: 1000 · first AC: 2019-05-05 · MS C++ 2017 (first AC) · Tags: math

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171.

1140A

[Detective Book](#) · [Tutorial](#)

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[buyolitsez's solution](#)

172.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,707 global accepts · Rating: 1000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[buyolitsez's solution](#)

173.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,056 global accepts · Rating: 1000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs,

implementation

[buyolitsez's solution](#)

174.

1155A

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Quality: 25,978 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[buyolitsez's solution](#)

175.

1133A

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

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[buyolitsez's solution](#)

176.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[buyolitsez's solution](#)

177.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[buyolitsez's solution](#)

178.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[buyolitsez's solution](#)

179.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,480 global accepts · Rating: 1000 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[buyolitsez's solution](#)

180.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[buyolitsez's solution](#)

181.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[buyolitsez's solution](#)

182.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[buyolitsez's solution](#)

183.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[buyolitsez's solution](#)

184.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[buyolitsez's solution](#)

185.

1084A

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

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[buyolitsez's solution](#)

186.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[buyolitsez's solution](#)

187.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[buyolitsez's solution](#)

188.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[buyolitsez's solution](#)

189.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,926 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[buyolitsez's solution](#)

190.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[buyolitsez's solution](#)

191.

1293A

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

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[buyolitsez's solution](#)

192.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[buyolitsez's solution](#)

193.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[buyolitsez's solution](#)

194.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[buyolitsez's solution](#)

195.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[buyolitsez's solution](#)

196.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,511 global accepts · Rating: 1100 · first AC: 2019-06-15 · MS C++ 2017 (first AC) · Tags: dp, implementation

[buyolitsez's solution](#)

197.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[buyolitsez's solution](#)

198.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[buyolitsez's solution](#)

199.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2019-06-02 · MS C++ 2017 (first AC) · Tags: graphs, math, shortest paths

[buyolitsez's solution](#)

200.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2019-05-31 · MS C++ 2017 (first AC) · Tags: implementation

[buyolitsez's solution](#)

201.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2019-05-25 · last AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dp, implementation

[buyolitsez's solution](#)

202.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,845 global accepts · Rating: 1100 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation

[buyolitsez's solution](#)

203.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[buyolitsez's solution](#)

204.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[buyolitsez's solution](#)

205.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1100 · first AC: 2019-05-05 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[buyolitsez's solution](#)

206.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[buyolitsez's solution](#)

207.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[buyolitsez's solution](#)

208.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[buyolitsez's solution](#)

209.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[buyolitsez's solution](#)

210.

1117A

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211.

368B

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212.

1108B

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213.

919B

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214.

706B

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215.

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222.

1305B

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223.

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637B

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226.

999C

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227.

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228.

1191B

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229.

574A

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230.

1185C1

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1185B

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232.

445A

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233.

1174B

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234.

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344B

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237.

489A

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238.

522A

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239.

217A

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292B

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242.

129B

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243.

1155B

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244.

1133C

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246.

1154B

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247.

1104B

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248.

492B

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254.

1265B

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256.

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1249B2

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1238B

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260.

515B

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261.

1220C

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262.

1220B

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263.

1093C

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264.

574C

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265.

1187B

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266.

94B

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267.

71B

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268.

1182B

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269.

1176C

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270.

1174C

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476B

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272.

437A

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273.

189A

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274.

670C

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275.

271B

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276.

251A

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277.

862B

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278.

1165C

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1159B

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280.

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281.

899C

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282.

755C

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1065B

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284.

1157C1

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285.

1157B

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286.

893C

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287.

330B

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288.

707B

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289.

1152B

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290.

1155C

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291.

4C

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292.

1108C

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293.

1452B

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294.

1355D

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295.

1293C

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296.

1277C

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297.

26B

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298.

1214A

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299.

414B

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300.

1189C

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301.

1156A

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302.

1183C

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303.

1183D

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304.

445B

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305.

505B

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306.

24A

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307.

475B

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308.

489C

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309.

437C

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310.

1167B

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311.

1167C

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312.

1154C

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313.

1162B

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314.

520B

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315.

479C

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316.

670D1

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317.

1108D

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318.

1482B

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319.

1440C1

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320.

1418C

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321.

1419D2

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322.

1419C

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323.

1405C

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324.

1409D

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325.

1011C

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326.

1263D

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327.

1265C

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328.

1163B1

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329.

1179A

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330.

1249C2

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331.

1234C

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332.

574B

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333.

1186D

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334.

1139C

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335.

1180B

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336.

839C

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337.

676C

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338.

2A

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339.

24B

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340.

1106B

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341.

1106D

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342.

977E

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343.

771A

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344.

1169B

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[buyolitsez's solution](#)

345.

670D2

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Quality: 19,394 global accepts · Rating: 1500 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

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346.

1167D

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347.

50B

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348.

1154D

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349.

580B

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350.

545C

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351.

550C

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352.

1133D

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353.

580C

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354.

550A

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355.

455A

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356.

991C

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357.

1482C

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358.

1452D

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359.

453A

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360.

1353D

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361.

1305C

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362.

935C

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363.

510C

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364.

1163B2

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365.

523D

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366.

1225C

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367.

1251C

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368.

1238C

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369.

1223C

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370.

1234D

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371.

431C

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372.

1189D1

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373.

780C

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374.

780B

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375.

1175B

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376.

377A

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377.

1165D

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378.

1702F

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379.

1516C

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380.

1571E

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381.

1279D

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382.

1413D

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383.

1333C

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384.

126B

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385.

1261A

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386.

1255D

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387.

1131F

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388.

427C

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389.

1249E

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390.

260C

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391.

466C

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392.

1185D

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393.

1185C2

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394.

1182C

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[buyolitsez's solution](#)

395.

1176E

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[buyolitsez's solution](#)

396.

489D

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[buyolitsez's solution](#)

397.

1157E

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Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-05-01 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy

[buyolitsez's solution](#)

398.

1157C2

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399.

1144F

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400.

1571D

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[buyolitsez's solution](#)

401.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[buyolitsez's solution](#)

402.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

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403.

1409E

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404.

1042D

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405.

1355C

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[buyolitsez's solution](#)

406.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

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407.

519D

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408.

1254B1

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Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[buyolitsez's solution](#)

409.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,534 global accepts · Rating: 1800 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[buyolitsez's solution](#)

410.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths

[buyolitsez's solution](#)

411.

1154E

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Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[buyolitsez's solution](#)

412.

1225D

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Quality: 10,046 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

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413.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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414.

1186C

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Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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415.

1176D

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Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

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416.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[buyolitsez's solution](#)

417.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, shortest paths

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418.

1440C2

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Rating: 1900 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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419.

20C

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Quality: 46,902 global accepts · Rating: 1900 · first AC: 2019-05-24 · last AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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420.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

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421.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

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422.

1353E

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Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

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423.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

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424.

1272E

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Quality: 7,933 global accepts · Rating: 1900 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

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425.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2019-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[buyolitsez's solution](#)

426.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[buyolitsez's solution](#)

427.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[buyolitsez's solution](#)

428.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
[buyolitsez's solution](#)

429.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[buyolitsez's solution](#)

430.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[buyolitsez's solution](#)

431.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2019-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[buyolitsez's solution](#)

432.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2019-06-14 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation
[buyolitsez's solution](#)

433.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[buyolitsez's solution](#)

434.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[buyolitsez's solution](#)

435.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dp
[buyolitsez's solution](#)

436.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[buyolitsez's solution](#)

437.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

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438.

380C

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

Quality: 19,780 global accepts · Rating: 2000 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[buyolitsez's solution](#)

439.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[buyolitsez's solution](#)

440.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[buyolitsez's solution](#)

441.

250E

[Mad Joe](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2000 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[buyolitsez's solution](#)

442.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[buyolitsez's solution](#)

443.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

[buyolitsez's solution](#)

444.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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445.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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446.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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447.

321C

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

Quality: 9,394 global accepts · Rating: 2100 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

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448.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[buyolitsez's solution](#)

449.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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450.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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451.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

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452.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

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453.

915D

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Quality: 4,056 global accepts · Rating: 2200 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

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454.

86D

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Quality: 16,878 global accepts · Rating: 2200 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[buyolitsez's solution](#)

455.

160D

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Quality: 3,350 global accepts · Rating: 2300 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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456.

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

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457.

1027F

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Quality: 1,947 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

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458.

342E

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Quality: 10,840 global accepts · Rating: 2400 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

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459.

1452E

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Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

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460.

1440E

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Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

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461.

13E

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Quality: 7,953 global accepts · Rating: 2700 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

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462.

104288L

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463.

104288J

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Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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464.

104288F

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Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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465.

104288A

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466.

104288H

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Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —

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467.

101242K

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Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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468.

101242F

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Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

469.

101242L

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Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[buyolitsez's solution](#)

470.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

471.

101242G

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Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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472.

101242C

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Rating: — · first AC: 2023-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
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473.

101239H

[Qanat](#) · [Tutorial](#)

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474.

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101239I

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101239F

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104017F

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[buyolitsez's solution](#)

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104466K

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[buyolitsez's solution](#)

493.

104466F

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Rating: — · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

494.

104466C

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Rating: — · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

495.

104466D

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[buyolitsez's solution](#)

496.

104466I

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Rating: — · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

497.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[buyolitsez's solution](#)

498.

104466B

[Balloon Darts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

499.

104466G

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Rating: — · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

500.

104466M

[Mischievous Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[buyolitsez's solution](#)

501.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

502.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · last AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special
[buyolitsez's solution](#)

503.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-09-04 · Kotlin 1.4 (first AC) · Tags: *special, hashing
[buyolitsez's solution](#)

504.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-09-04 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
[buyolitsez's solution](#)

505.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-09-04 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[buyolitsez's solution](#)

506.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-09-04 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[buyolitsez's solution](#)

507.

100488L

[Two Heads Are Better](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

508.

102154D

[Robomathon](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

509.

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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510.

102128C

[Well, Just You Wait!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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511.

102128D

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Rating: — · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

512.

102128A

[Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-14 · last AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

513.

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

514.

100173A

[ASKöC;C O Cä1Cä;CäGC=0](#)

Rating: — · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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515.

101986F

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Rating: — · first AC: 2021-02-03 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[buyolitsez's solution](#)

516.

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517.

101986J

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518.

10124103

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[buyolitsez's solution](#)

519.

101986H

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[buyolitsez's solution](#)

520.

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · last AC: 2021-02-03 · Python 3 (first AC) · Tags: —

[buyolitsez's solution](#)

521.

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[buyolitsez's solution](#)

522.

101986E

[Black or White](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[buyolitsez's solution](#)

523.

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[buyolitsez's solution](#)

524.

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[buyolitsez's solution](#)

525.

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

526.

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

527.

10124108

[Sorting the photos](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[buyolitsez's solution](#)

528.

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

529.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

530.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

531.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

532.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

533.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

534.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

535.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

536.

10124107

[James Bond](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

537.

10124106

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

538.

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

539.

10124102

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

540.

100799H

[B0AD\\$0DD5D\\$0](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

541.

100799K

[A7@C#1C#8](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

542.

100799C

[B;CD,PC =Dt8C#8 C, :C,=C#BCT0D\\$@](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

543.

100799A

[A B C # D °](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

544.

100799B

[AD500L D >Cd4CT=C,,O](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

545.

100799E

[AD500C08CP](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

546.

100799J

[A#20570DK C00 C6>C4>C00DP](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

547.

100799F

[AÄBÖK' >C IC,,9 CD5C´8D\\$5C´L](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

548.

100799G

[B T C 3 D](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

549.

100799I

[B T C 3 A C =](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

550.

100799D

[A D > D B C 2 C 0 D D C D \\$ 1 C ä ; C ä :](#)

Rating: — · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

551.

1024791

[B T C 3 A D \\$ L C 2 C 4 D 0 D \\$ > C](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

552.

1024793

[A -> D t u r a l 0 D @ D 4 B C , , = C ä 9](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

553.

102860L

[Magnets · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

554.

102860G

[Ice Cream · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

555.

102860D

[Fence · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

556.

102860A

[Jumping Machine · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

557.

102860I

[Walk of Three · Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

558.

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

559.

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

560.

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

561.

102135D

[Friends rescue](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

562.

102135B

[Freebie](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

563.

102135E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

564.

102135F

[The closest subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

565.

102135C

[Good subset](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

566.

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

567.

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

568.

102135A

[BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

569.

102297H

[Reach for the Stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

570.

102297F

[Balanced Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

571.

102297G

[Towers of Hanoi Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

572.

102297E

[Rain Gauge](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

573.

102297D

[Lemonade Stand](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

574.

102297B

[Medal Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

575.

102297C

[Brownies vs. Candies vs. Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

576.

102297A

[Find the Twins](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

577.

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

578.

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

579.

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

580.

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

581.

102299G

[Hunting Ieshys](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

582.

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

583.

102094C

[Counting pixels](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · Python 3 (first AC) · Tags: —
[buyolitsez's solution](#)

584.

102094H

[Highest and greatest only](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · PyPy 3 (first AC) · Tags: —
[buyolitsez's solution](#)

585.

102094E

[Emirates](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · Python 3 (first AC) · Tags: —
[buyolitsez's solution](#)

586.

102094F

[Finding battleships](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

587.

102094I

[Into the mountains](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

588.

102094A

[Archeologist's find](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · Python 3 (first AC) · Tags: —
[buyolitsez's solution](#)

589.

102094B

[Board rotating](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

590.

1319D

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

Rating: — · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[buyolitsez's solution](#)

591.

1319C

[Remove Adjacent](#) · [Tutorial](#)

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

[buyolitsez's solution](#)

592.

1319B

[Journey Planning](#) · [Tutorial](#)

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

[buyolitsez's solution](#)

593.

1319A

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

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

[buyolitsez's solution](#)

594.

102191G

[Next Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

595.

102191I

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

Rating: — · first AC: 2020-02-16 · last AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

596.

102191C

[Seating Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

597.

102191E

[Snake Moves](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

598.

102191B

[Final Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

599.

102191A

[Generous Eater](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

600.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

601.

102394I

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

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[buyolitsez's solution](#)

602.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

603.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

604.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

605.

101532J

[The Hell Boy](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

606.

1275C

[#define At0CD00t0aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[buyolitsez's solution](#)

607.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[buyolitsez's solution](#)

608.

1275A

[B 3DK\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: *special
[buyolitsez's solution](#)

609.

102023C

[A 8D\\$C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

610.

102023F

[B4=C;@D\\$>Cd5CÔ8CR 4D >CÔ>C](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

611.

102023E

[AD#Di8C 2C#0](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

612.

102023A

[B\\$Dc;@,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2019-11-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

613.

102399D

[AD>D&C48 C" AD\\$@C =CP](#)

Rating: — · first AC: 2019-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

614.

102203J

[AÔ>DtaCä9 Cö0D\\$@D4;DÀ](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

615.

102203C

[BD00i@C,,:C](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

616.

102203D

[A@Cä!D`@D](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

617.

102203I

[A\\$>Dri?Cä<C,,=C =C,,5](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

618.

102203F

[A B C r i e , , > D \\$ 5 C = 0](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

619.

102203H

[A"Tr@r1Cä@C BCä@C,,8](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

620.

102203B

[B @ C ä C Ô > C R A C ä > C I C T = C , , 5](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

621.

102203A

[AD>C@Cä ?Cä6C ;Cä2C BDÂ =C \\$C`>D 8CÔC!](#)

Rating: — · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

622.

1145D

[Pigeon d'Or · Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[buyolitsez's solution](#)

623.

101618D

[B,COÄ!](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

624.

101618G

[B B010,;DÄ=CäAD\\$ L D\\$@C =Ct0C=FC,,9](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

625.

101618A

[B 00A0'5CD>C\\$0CÔ8CR CC 8C"AD\\$2C](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

626.

101618H

[A\\$004:0ÔK A\\$>D BCäGCÔ>C4> BÔ:D ?D 5D AC](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

627.

101618F

[A 500000D =D'9 C00D >C'L](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

628.

101618B

[A N0D6CTB](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

629.

101618E

[B 00D0\\$>CDAD\\$2Câ 2 C0>CT7CD5](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

630.

101618C

[A0@0â=C,;C0>C\\$5CÔ8CR 2 D 5C'8C=2C @C,,9](#)

Rating: — · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

631.

101588G

[A0D1B ;DÄ=C O C0CD,;C](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

632.

101588E

[AÄD1B, 8 C00D >C'L](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

633.

101588F

[AÄ0D\\$@C,,FC C,;C](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

634.

101588A

[AÄD1BAC>C' 1Cä9](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —
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[Thanos Sort](#) · Tutorial

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[buyolitsez's solution](#)

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Rating: — · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[buyolitsez's solution](#)

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Rating: — · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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[Ayat and the film](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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[Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
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[Adding Two Integers](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —
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Rating: — · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
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