

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — chenjb

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 1,217

1.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[chenjb's solution](#)

2.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[chenjb's solution](#)

3.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[chenjb's solution](#)

4.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[chenjb's solution](#)

5.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[chenjb's solution](#)

6.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[chenjb's solution](#)

7.

1305A

[Kuron and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[chenjb's solution](#)

8.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math  
[chenjb's solution](#)

9.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: brute force, implementation  
[chenjb's solution](#)

**10.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,383 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[chenjb's solution](#)

**11.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,512 global accepts · Rating: 800 · first AC: 2019-03-26 · Scala (first AC) · Tags: \*special, implementation  
[chenjb's solution](#)

**12.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,321 global accepts · Rating: 800 · first AC: 2019-03-26 · Scala (first AC) · Tags: strings  
[chenjb's solution](#)

**13.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,958 global accepts · Rating: 800 · first AC: 2019-03-26 · Scala (first AC) · Tags: brute force, math  
[chenjb's solution](#)

**14.**

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[chenjb's solution](#)

**15.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: sortings  
[chenjb's solution](#)

**16.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: implementation  
[chenjb's solution](#)

**17.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[chenjb's solution](#)

**18.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[chenjb's solution](#)

**19.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[chenjb's solution](#)

**20.**

977A

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

Quality: 217,513 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[chenjb's solution](#)

**21.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[chenjb's solution](#)

**22.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[chenjb's solution](#)

**23.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation  
[chenjb's solution](#)

**24.**

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[chenjb's solution](#)

**25.**

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,349 global accepts · Rating: 800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[chenjb's solution](#)

**26.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-04 · GNU C++ (first AC) · Tags: implementation  
[chenjb's solution](#)

**27.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: math  
[chenjb's solution](#)

**28.**

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: implementation, math  
[chenjb's solution](#)

**29.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: implementation, math, number theory  
[chenjb's solution](#)

**30.**

821A

[Okabe and Future Gadget Laboratory](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-26 · GNU C++ (first AC) · Tags: implementation  
[chenjb's solution](#)

**31.**

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: brute force, implementation  
[chenjb's solution](#)

**32.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,776 global accepts · Rating: 800 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: brute force, implementation  
[chenjb's solution](#)

**33.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: math, number theory  
[chenjb's solution](#)

**34.**

546A

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

Quality: 235,238 global accepts · Rating: 800 · first AC: 2015-05-24 · FPC (first AC) · Tags: brute force, implementation, math  
[chenjb's solution](#)

**35.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,129 global accepts · Rating: 800 · first AC: 2015-05-21 · FPC (first AC) · Tags: brute force, implementation  
[chenjb's solution](#)

**36.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,545 global accepts · Rating: 800 · first AC: 2015-05-20 · FPC (first AC) · Tags: implementation, strings  
[chenjb's solution](#)

**37.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,114 global accepts · Rating: 900 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[chenjb's solution](#)

**38.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[chenjb's solution](#)

**39.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**40.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy  
[chenjb's solution](#)

**41.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[chenjb's solution](#)

**42.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,788 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[chenjb's solution](#)

**43.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,722 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[chenjb's solution](#)

**44.**

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[chenjb's solution](#)

**45.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[chenjb's solution](#)

**46.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[chenjb's solution](#)

**47.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-07-04 · GNU C++ (first AC) · Tags: implementation  
[chenjb's solution](#)

**48.**

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[chenjb's solution](#)

**49.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-26 · GNU C++ (first AC) · Tags: implementation  
[chenjb's solution](#)

**50.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: implementation, math  
[chenjb's solution](#)

**51.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: implementation, sortings  
[chenjb's solution](#)

**52.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: implementation, math  
[chenjb's solution](#)

**53.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[chenjb's solution](#)

**54.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-20 · FPC (first AC) · Tags: implementation

[chenjb's solution](#)

**55.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[chenjb's solution](#)

**56.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,894 global accepts · Rating: 1000 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[chenjb's solution](#)

**57.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[chenjb's solution](#)

**58.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: —

[chenjb's solution](#)

**59.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[chenjb's solution](#)

**60.**

1165B

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

Quality: 24,287 global accepts · Rating: 1000 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[chenjb's solution](#)

**61.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,451 global accepts · Rating: 1000 · first AC: 2019-03-28 · Scala (first AC) · Tags: implementation, strings

[chenjb's solution](#)

**62.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,259 global accepts · Rating: 1000 · first AC: 2019-03-26 · Scala (first AC) · Tags: math

[chenjb's solution](#)

**63.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation

[chenjb's solution](#)

**64.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1000 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs,

implementation

[chenjb's solution](#)

**65.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenjb's solution](#)

**66.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[chenjb's solution](#)

**67.**

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: brute force, implementation

[chenjb's solution](#)

**68.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms

[chenjb's solution](#)

**69.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,760 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: constructive algorithms

[chenjb's solution](#)

**70.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: greedy, math

[chenjb's solution](#)

**71.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: implementation

[chenjb's solution](#)

**72.**

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: implementation, sortings

[chenjb's solution](#)

**73.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,834 global accepts · Rating: 1000 · first AC: 2015-05-20 · FPC (first AC) · Tags: implementation, strings

[chenjb's solution](#)

**74.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2015-05-20 · FPC (first AC) · Tags: greedy, implementation

[chenjb's solution](#)

**75.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms,

strings

[chenjb's solution](#)

**76.**

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[chenjb's solution](#)

**77.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: implementation, math

[chenjb's solution](#)

**78.**

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[chenjb's solution](#)

**79.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[chenjb's solution](#)

**80.**

1033B

[Square Difference](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[chenjb's solution](#)

**81.**

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chenjb's solution](#)

**82.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenjb's solution](#)

**83.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenjb's solution](#)

**84.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[chenjb's solution](#)

**85.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenjb's solution](#)

**86.**

835B

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

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · GNU C++ (first AC) · Tags: greedy

[chenjb's solution](#)

**87.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: implementation

[chenjb's solution](#)

**88.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,447 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++ (first AC) · Tags: brute force, implementation

[chenjb's solution](#)

**89.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: greedy, implementation, math

[chenjb's solution](#)

**90.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: brute force, implementation, sortings

[chenjb's solution](#)

**91.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-20 · FPC (first AC) · Tags: greedy

[chenjb's solution](#)

**92.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[chenjb's solution](#)

**93.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[chenjb's solution](#)

**94.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[chenjb's solution](#)

**95.**

1305B

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

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

[chenjb's solution](#)

**96.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[chenjb's solution](#)

**97.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[chenjb's solution](#)

**98.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[chenjb's solution](#)

**99.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: implementation, strings

[chenjb's solution](#)

**100.**

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, greedy, math

[chenjb's solution](#)

**101.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[chenjb's solution](#)

**102.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenjb's solution](#)

**103.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenjb's solution](#)

**104.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[chenjb's solution](#)

**105.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenjb's solution](#)

**106.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[chenjb's solution](#)

**107.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[chenjb's solution](#)

**108.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[chenjb's solution](#)

**109.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[chenjb's solution](#)

**110.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-17 · GNU C++ (first AC) · Tags: implementation  
[chenjb's solution](#)

**111.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: implementation, math, number theory  
[chenjb's solution](#)

**112.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: greedy, sortings  
[chenjb's solution](#)

**113.**

812A

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

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: implementation  
[chenjb's solution](#)

**114.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · GNU C++ (first AC) · Tags: implementation, sortings  
[chenjb's solution](#)

**115.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · GNU C++ (first AC) · Tags: geometry, math  
[chenjb's solution](#)

**116.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-28 · GNU C++ (first AC) · Tags: constructive algorithms  
[chenjb's solution](#)

**117.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-24 · FPC (first AC) · Tags: brute force, greedy, implementation, sortings  
[chenjb's solution](#)

**118.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2015-05-23 · FPC (first AC) · Tags: greedy, sortings  
[chenjb's solution](#)

**119.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[chenjb's solution](#)

**120.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[chenjb's solution](#)

**121.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[chenjb's solution](#)

**122.**

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[chenjb's solution](#)

**123.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings

[chenjb's solution](#)

**124.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,400 global accepts · Rating: 1300 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: greedy

[chenjb's solution](#)

**125.**

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[chenjb's solution](#)

**126.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenjb's solution](#)

**127.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,813 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[chenjb's solution](#)

**128.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[chenjb's solution](#)

**129.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chenjb's solution](#)

**130.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[chenjb's solution](#)

**131.**

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[chenjb's solution](#)

**132.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenjb's solution](#)

**133.**

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · GNU C++ (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[chenjb's solution](#)

**134.**

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-17 · GNU C++ (first AC) · Tags: implementation

[chenjb's solution](#)

**135.**

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-07-04 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, math

[chenjb's solution](#)

**136.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-26 · GNU C++ (first AC) · Tags: brute force, math

[chenjb's solution](#)

**137.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · GNU C++ (first AC) · Tags: constructive algorithms

[chenjb's solution](#)

**138.**

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,879 global accepts · Rating: 1300 · first AC: 2017-05-26 · GNU C++ (first AC) · Tags: data structures, implementation, math

[chenjb's solution](#)

**139.**

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1300 · first AC: 2017-05-21 · GNU C++ (first AC) · Tags: greedy, sortings

[chenjb's solution](#)

**140.**

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: brute force, implementation  
[chenjb's solution](#)

**141.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: implementation, sortings  
[chenjb's solution](#)

**142.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,245 global accepts · Rating: 1300 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: dp, greedy, strings  
[chenjb's solution](#)

**143.**

558B

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

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-29 · GNU C++ (first AC) · Tags: implementation  
[chenjb's solution](#)

**144.**

509B

[Painting Pebbles](#) · [Tutorial](#)

Quality: 9,991 global accepts · Rating: 1300 · first AC: 2015-05-21 · FPC (first AC) · Tags: constructive algorithms, greedy, implementation  
[chenjb's solution](#)

**145.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,527 global accepts · Rating: 1300 · first AC: 2015-05-20 · FPC (first AC) · Tags: greedy, implementation, sortings  
[chenjb's solution](#)

**146.**

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[chenjb's solution](#)

**147.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[chenjb's solution](#)

**148.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings  
[chenjb's solution](#)

**149.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[chenjb's solution](#)

**150.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings  
[chenjb's solution](#)

**151.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[chenjb's solution](#)

**152.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: implementation

[chenjb's solution](#)

**153.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[chenjb's solution](#)

**154.**

977D

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

Quality: 20,528 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[chenjb's solution](#)

**155.**

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[chenjb's solution](#)

**156.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,393 global accepts · Rating: 1400 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: binary search, data structures, implementation

[chenjb's solution](#)

**157.**

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[chenjb's solution](#)

**158.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++ (first AC) · Tags: data structures, implementation

[chenjb's solution](#)

**159.**

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-04 · GNU C++ (first AC) · Tags: combinatorics

[chenjb's solution](#)

**160.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-29 · GNU C++ (first AC) · Tags: constructive algorithms

[chenjb's solution](#)

**161.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,994 global accepts · Rating: 1400 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[chenjb's solution](#)

**162.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-07-04 · GNU C++ (first AC) · Tags: brute force

[chenjb's solution](#)

**163.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-24 · FPC (first AC) · Tags: brute force, dfs and similar, games

[chenjb's solution](#)

**164.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,192 global accepts · Rating: 1400 · first AC: 2015-05-20 · FPC (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[chenjb's solution](#)

**165.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[chenjb's solution](#)

**166.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[chenjb's solution](#)

**167.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chenjb's solution](#)

**168.**

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[chenjb's solution](#)

**169.**

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[chenjb's solution](#)

**170.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[chenjb's solution](#)

**171.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: math

[chenjb's solution](#)

**172.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[chenjb's solution](#)

**173.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers  
[chenjb's solution](#)

**174.**

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[chenjb's solution](#)

**175.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[chenjb's solution](#)

**176.**

977E

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

Quality: 25,621 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[chenjb's solution](#)

**177.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[chenjb's solution](#)

**178.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math  
[chenjb's solution](#)

**179.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees  
[chenjb's solution](#)

**180.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[chenjb's solution](#)

**181.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: greedy  
[chenjb's solution](#)

**182.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,562 global accepts · Rating: 1500 · first AC: 2017-08-04 · GNU C++ (first AC) · Tags: brute force, implementation

[chenjb's solution](#)

**183.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2017-06-26 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[chenjb's solution](#)

**184.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: combinatorics, implementation, math, sortings

[chenjb's solution](#)

**185.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-01 · GNU C++ (first AC) · Tags: binary search, sortings

[chenjb's solution](#)

**186.**

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: implementation, math, sortings

[chenjb's solution](#)

**187.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2016-08-06 · GNU C++ (first AC) · Tags: binary search, implementation

[chenjb's solution](#)

**188.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2015-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math, sortings

[chenjb's solution](#)

**189.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2015-05-23 · FPC (first AC) · Tags: data structures, implementation

[chenjb's solution](#)

**190.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2015-05-20 · FPC (first AC) · Tags: dp, greedy

[chenjb's solution](#)

**191.**

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2015-05-20 · FPC (first AC) · Tags: math, strings

[chenjb's solution](#)

**192.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[chenjb's solution](#)

**193.**

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings,

trees

[chenjb's solution](#)

**194.**

1305C

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

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[chenjb's solution](#)

**195.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[chenjb's solution](#)

**196.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[chenjb's solution](#)

**197.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[chenjb's solution](#)

**198.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[chenjb's solution](#)

**199.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 1600 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: math, number theory

[chenjb's solution](#)

**200.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[chenjb's solution](#)

**201.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[chenjb's solution](#)

**202.**

1033C

[Permutation Game](#) · [Tutorial](#)

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

[chenjb's solution](#)

**203.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenjb's solution](#)

**204.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[chenjb's solution](#)

**205.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[chenjb's solution](#)

**206.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[chenjb's solution](#)

**207.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chenjb's solution](#)

**208.**

947B

[Producing Snow](#) · [Tutorial](#)

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

[chenjb's solution](#)

**209.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[chenjb's solution](#)

**210.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[chenjb's solution](#)

**211.**

916C

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

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[chenjb's solution](#)

**212.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[chenjb's solution](#)

**213.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[chenjb's solution](#)

**214.**

861D

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, strings

[chenjb's solution](#)

**215.**

848A

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837B

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835C

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818B

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822C

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1578H

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1267E

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1185D

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1185C2

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1037D

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915C

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983B

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1627D

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**298.**

1153D

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848B

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**311.**

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367B

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**313.**

1867E1

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1599C

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1250N

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1198C

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**318.**

1185E

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**319.**

1165F2

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**320.**

1165F1

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**321.**

1092E

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**322.**

1060E

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**323.**

938D

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**324.**

933B

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**325.**

911E

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**326.**

916B

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**327.**

855C

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**328.**

852B

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**329.**

817E

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**330.**

367C

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**331.**

461B

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**332.**

509E

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**333.**

509C

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**334.**

545E

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1938J

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1666J

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**337.**

1510G

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**338.**

1510D

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**339.**

1599H

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**340.**

1575L

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**341.**

1392E

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**342.**

1322B

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1267K

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**346.**

1250C

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**348.**

1185F

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985E

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852D

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546E

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498C

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1867E2

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1336C

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1305E

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1092D1

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932D

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**396.**

852F

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Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths  
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815B

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807E

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Rating: 2200 · first AC: 2017-05-07 · GNU C++ (first AC) · Tags: binary search, greedy  
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461C

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1575B

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1575I

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1270E

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1252J

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[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[chenjb's solution](#)

**421.**

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[chenjb's solution](#)

**422.**

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers  
[chenjb's solution](#)

**423.**

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, trees  
[chenjb's solution](#)

**424.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,364 global accepts · Rating: 2300 · first AC: 2017-06-19 · GNU C++ (first AC) · Tags: binary search, data structures, trees  
[chenjb's solution](#)

**425.**

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-26 · GNU C++ (first AC) · Tags: binary search, dp, greedy, ternary search  
[chenjb's solution](#)

**426.**

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2017-04-28 · GNU C++ (first AC) · Tags: data structures  
[chenjb's solution](#)

**427.**

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: geometry, implementation, math, sortings  
[chenjb's solution](#)

**428.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2015-05-21 · FPC (first AC) · Tags: dp, trees  
[chenjb's solution](#)

**429.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**430.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**431.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[chenjb's solution](#)

**432.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings  
[chenjb's solution](#)

**433.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation  
[chenjb's solution](#)

**434.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy  
[chenjb's solution](#)

**435.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[chenjb's solution](#)

**436.**

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[chenjb's solution](#)

**437.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[chenjb's solution](#)

**438.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[chenjb's solution](#)

**439.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[chenjb's solution](#)

**440.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[chenjb's solution](#)

**441.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[chenjb's solution](#)

**442.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chenjb's solution](#)

**443.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chenjb's solution](#)

**444.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,435 global accepts · Rating: 2400 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chenjb's solution](#)

**445.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,275 global accepts · Rating: 2400 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[chenjb's solution](#)

**446.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[chenjb's solution](#)

**447.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chenjb's solution](#)

**448.**

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[chenjb's solution](#)

**449.**

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[chenjb's solution](#)

**450.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures

[chenjb's solution](#)

**451.**

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-26 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[chenjb's solution](#)

**452.**

499D

[Name That Tune](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-20 · FPC (first AC) · Tags: dp, two pointers

[chenjb's solution](#)

**453.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[chenjb's solution](#)

**454.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[chenjb's solution](#)

**455.**

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[chenjb's solution](#)

**456.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[chenjb's solution](#)

**457.**

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[chenjb's solution](#)

**458.**

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[chenjb's solution](#)

**459.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[chenjb's solution](#)

**460.**

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[chenjb's solution](#)

**461.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[chenjb's solution](#)

**462.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · last AC: 2018-05-30 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[chenjb's solution](#)

**463.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chenjb's solution](#)

**464.**

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: trees

[chenjb's solution](#)

**465.**

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: brute force, implementation, math  
[chenjb's solution](#)

**466.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2015-05-23 · FPC (first AC) · Tags: data structures, greedy  
[chenjb's solution](#)

**467.**

1949J

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

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers  
[chenjb's solution](#)

**468.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[chenjb's solution](#)

**469.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[chenjb's solution](#)

**470.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive  
[chenjb's solution](#)

**471.**

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy  
[chenjb's solution](#)

**472.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs  
[chenjb's solution](#)

**473.**

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[chenjb's solution](#)

**474.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities  
[chenjb's solution](#)

**475.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[chenjb's solution](#)

**476.**

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[chenjb's solution](#)

**477.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[chenjb's solution](#)

**478.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[chenjb's solution](#)

**479.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[chenjb's solution](#)

**480.**

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[chenjb's solution](#)

**481.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[chenjb's solution](#)

**482.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[chenjb's solution](#)

**483.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[chenjb's solution](#)

**484.**

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[chenjb's solution](#)

**485.**

1510E

[Equilibrium Point](#) `\\textbackslash\\textbackslash` · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[chenjb's solution](#)

**486.**

1510I

[Is It Rated? · Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math, probabilities  
[chenjb's solution](#)

**487.**

1578M

[The Mind · Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities  
[chenjb's solution](#)

**488.**

1599G

[Shortest path · Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths  
[chenjb's solution](#)

**489.**

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math  
[chenjb's solution](#)

**490.**

1270G

[Subset with Zero Sum · Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[chenjb's solution](#)

**491.**

982F

[The Meeting Place Cannot Be Changed · Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2018-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[chenjb's solution](#)

**492.**

938F

[Erasing Substrings · Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy  
[chenjb's solution](#)

**493.**

933C

[A Colourful Prospect · Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs  
[chenjb's solution](#)

**494.**

1949K

[Make Triangle · Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[chenjb's solution](#)

**495.**

1938L

[XOR Operations · Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**496.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[chenjb's solution](#)

**497.**

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, shortest paths

[chenjb's solution](#)

**498.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[chenjb's solution](#)

**499.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[chenjb's solution](#)

**500.**

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[chenjb's solution](#)

**501.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[chenjb's solution](#)

**502.**

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chenjb's solution](#)

**503.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2019-03-18 · last AC: 2019-03-18 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[chenjb's solution](#)

**504.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2017-09-04 · GNU C++ (first AC) · Tags: math

[chenjb's solution](#)

**505.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2017-05-16 · GNU C++ (first AC) · Tags: games, math

[chenjb's solution](#)

**506.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math  
[chenjb's solution](#)

**507.**

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[chenjb's solution](#)

**508.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities  
[chenjb's solution](#)

**509.**

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[chenjb's solution](#)

**510.**

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings, trees  
[chenjb's solution](#)

**511.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[chenjb's solution](#)

**512.**

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
[chenjb's solution](#)

**513.**

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**514.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar  
[chenjb's solution](#)

**515.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3100 · first AC: 2019-10-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths  
[chenjb's solution](#)

**516.**

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs  
[chenjb's solution](#)

**517.**

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs  
[chenjb's solution](#)

**518.**

105112I

[Isolated Island](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**519.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**520.**

105112H

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

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**521.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**522.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**523.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**524.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**525.**

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**526.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**527.**

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**528.**

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**529.**

104848C

[Socks Drying](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**530.**

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**531.**

104848I

[1%-Euclidean](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**532.**

104848G

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

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**533.**

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**534.**

104848H

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

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**535.**

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**536.**

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**537.**

104848N

[Integer Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**538.**

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**539.**

104114I

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

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**540.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**541.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**542.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**543.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**544.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**545.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**546.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**547.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**548.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**549.**

104945H

[Break a leg!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenjb's solution](#)

**550.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**551.**

104945M

[In-order](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**552.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**553.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**554.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**555.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**556.**

104945B

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

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**557.**

104945F

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

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**558.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**559.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**560.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**561.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**562.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**563.**

104871L

[Labelled Paths](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**564.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**565.**

104871I

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

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**566.**

104871G

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

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**567.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**568.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**569.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**570.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**571.**

104925F

[When Anton Saw This Task He Reacted With &#128553;](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**572.**

104925H

[Minimum Cost Flow<sup>2</sup> · Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**573.**

104925G

[LCA Counting · Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**574.**

104925I

[Rebellious Edge · Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**575.**

104925D

[Filesystem · Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**576.**

104925C

[Yet Another Balanced Coloring Problem · Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**577.**

104925E

[Freshman's Dream · Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**578.**

104925B

[Binary Sequence · Tutorial](#)

Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**579.**

104805H

[Crawling · Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**580.**

104805D

[An abstract painting · Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**581.**

104805F

[Bickford fuse · Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**582.**

104805J

[Lampshade · Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**583.**

104805K

[Get the numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**584.**

104805E

[Alley](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**585.**

104805C

[Fare](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**586.**

104805I

[Problem on array](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**587.**

104805B

[The Moon golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**588.**

104805M

[Choosing a name](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**589.**

104805L

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**590.**

104805A

[Number System](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**591.**

104805N

[First words](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**592.**

104805G

[Sleep](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**593.**

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**594.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**595.**

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**596.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**597.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**598.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**599.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**600.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**601.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**602.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**603.**

104772D

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

Rating: — · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**604.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**605.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**606.**

104736A

[Analyzing Contracts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**607.**

104736E

[Elevated Profits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**608.**

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**609.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**610.**

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**611.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**612.**

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**613.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**614.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**615.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**616.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**617.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**618.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**619.**

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**620.**

104288D

[Guardians of the Gallery](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**621.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**622.**

104288E

[Hand of the Free Marked](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**623.**

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**624.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**625.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**626.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**627.**

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**628.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**629.**

104012H

[Hidden Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**630.**

104012J

[Joking?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**631.**

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**632.**

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**633.**

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**634.**

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**635.**

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**636.**

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**637.**

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**638.**

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**639.**

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**640.**

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**641.**

104012N

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Rating: — · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**642.**

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**643.**

104064E

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Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**644.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**645.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**646.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**647.**

104064G

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

Rating: — · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**648.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**649.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**650.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**651.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**652.**

104427K

[Connect the Dots](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**653.**

104427C

[One, Two, Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**654.**

104427F

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

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**655.**

104427D

[Lonely King](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**656.**

104427E

[Treasure Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**657.**

104427B

[Lawyers](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**658.**

104427I

[Visiting Friend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**659.**

104427J

[Cooperation Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**660.**

104427A

[Reversing](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**661.**

104427G

[Make Everything White](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**662.**

102511B

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

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**663.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**664.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**665.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**666.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**667.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**668.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**669.**

104017I

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Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**670.**

104017K

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Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**671.**

104017C

[Il Derby della Madonna](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**672.**

104017G

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Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**673.**

104017D

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Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**674.**

104017B

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Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**675.**

104017H

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Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**676.**

104017E

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Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**677.**

104017J

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Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**678.**

104017L

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Rating: — · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**679.**

104017F

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**680.**

104017A

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Rating: — · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**681.**

101471L

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Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**682.**

104479F

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Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**683.**

104479J

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Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**684.**

104479I

[Incomplete Information Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**685.**

104479E

[Erase the Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**686.**

104479H

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Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**687.**

104479D

[DAG Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**688.**

104479G

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

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**689.**

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**690.**

104479C

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**691.**

104118B

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**692.**

104118E

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**693.**

104118H

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**694.**

104118I

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**695.**

104118L

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**696.**

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**697.**

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**698.**

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**699.**

104118C

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**700.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

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**701.**

104118A

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**702.**

104466H

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**703.**

104466F

[Freestyle Masonry](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**704.**

104466J

[Japanese Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**705.**

104466K

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Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**706.**

104466B

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Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**707.**

104466C

[Cosmic Commute](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**708.**

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**709.**

104466I

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Rating: — · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**710.**

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**711.**

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**712.**

104466M

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**713.**

104466E

[Eszett](#) · [Tutorial](#)

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**714.**

104555J

[Jumping to Victory](#) · [Tutorial](#)

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**715.**

104555D

[Detour](#) · [Tutorial](#)

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**716.**

104555G

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**717.**

104555H

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**718.**

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**719.**

104555C

[Challenging Hike](#) · [Tutorial](#)

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**720.**

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

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**721.**

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

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**722.**

104555E

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Rating: — · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**723.**

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

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**724.**

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**725.**

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**726.**

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**727.**

104252G

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Rating: — · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**728.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**729.**

104252F

[Favorite Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**730.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**731.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**732.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**733.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**734.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · last AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**735.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**736.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**737.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**738.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**739.**

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**740.**

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**741.**

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**742.**

103260A

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

Rating: — · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**743.**

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**744.**

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**745.**

103260I

[Trade](#) · [Tutorial](#)

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[chenjb's solution](#)

**746.**

103260M

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**747.**

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**748.**

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**749.**

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**750.**

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**751.**

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**752.**

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**753.**

103469A

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[chenjb's solution](#)

**754.**

103469M

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[chenjb's solution](#)

**755.**

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**756.**

103371K

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

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[chenjb's solution](#)

**757.**

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**758.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**759.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**760.**

103371C

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

Rating: — · first AC: 2022-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**761.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**762.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**763.**

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**764.**

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**765.**

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**766.**

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**767.**

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**768.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**769.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**770.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**771.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**772.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**773.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**774.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenjb's solution](#)

**775.**

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**776.**

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**777.**

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**778.**

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**779.**

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**780.**

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**781.**

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**782.**

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**783.**

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**784.**

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**785.**

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**786.**

102896G

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

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**787.**

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**788.**

102896L

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

Rating: — · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**789.**

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**790.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**791.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**792.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**793.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**794.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**795.**

100405H

[Highway of the Future](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**796.**

100405E

[Exponential Towers](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**797.**

100405I

[Infix to Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**798.**

100405J

[Jingle Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**799.**

100405C

[Card Trick](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**800.**

100405D

[Diagrams & Tableaux](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**801.**

100405A

[Absurdistan Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**802.**

100405B

[Battle for Silver](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**803.**

100405F

[First Date](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**804.**

100405G

[Grachten](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**805.**

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**806.**

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**807.**

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**808.**

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**809.**

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**810.**

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**811.**

103081L

[Restaurants](#) · [Tutorial](#)

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

**812.**

103081G

[Decoration](#) · [Tutorial](#)

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

**813.**

103081H

[Figurines](#) · [Tutorial](#)

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

**814.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**815.**

103081I

[Emails](#) · [Tutorial](#)

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

**816.**

103081D

[Jogging](#) · [Tutorial](#)

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

**817.**

103081C

[Safe Distance](#) · [Tutorial](#)

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

**818.**

103081K

[Unique Activities](#) · [Tutorial](#)

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

**819.**

103081A

[Gratitude](#) · [Tutorial](#)

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

**820.**

103081E

[Cakes](#) · [Tutorial](#)

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

**821.**

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**822.**

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**823.**

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**824.**

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**825.**

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**826.**

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**827.**

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**828.**

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**829.**

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**830.**

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**831.**

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**832.**

102433C

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

Rating: — · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**833.**

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**834.**

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**835.**

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**836.**

102860E

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Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**837.**

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**838.**

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**839.**

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**840.**

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**841.**

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**842.**

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**843.**

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**844.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**845.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**846.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**847.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**848.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**849.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**850.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**851.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**852.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**853.**

102536H

[Maggie and Dana's Mass Supper](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**854.**

102536G

[Generic Spy Movies](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**855.**

102536J

[A Cold Macchiato](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[chenjb's solution](#)

**856.**

102536M

[Thin Ice](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**857.**

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**858.**

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**859.**

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**860.**

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**861.**

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**862.**

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**863.**

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**864.**

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**865.**

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**866.**

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**867.**

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**868.**

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**869.**

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**870.**

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**871.**

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**872.**

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**873.**

100307G

[Green Energy](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**874.**

100307A

[ASCII Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[chenjb's solution](#)

**875.**

100307E

[Easy Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**876.**

100307D

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**883.**

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**893.**

102501I

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**904.**

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**910.**

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**913.**

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**914.**

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**915.**

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**916.**

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**917.**

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**925.**

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**928.**

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**929.**

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**930.**

100492B

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**931.**

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**932.**

100492H

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**933.**

102392A

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**934.**

102392F

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**935.**

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**936.**

102392B

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**937.**

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**938.**

102392D

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**939.**

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**940.**

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**941.**

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**942.**

100496E

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**943.**

100496J

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**944.**

100496I

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**945.**

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**946.**

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100496H

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**948.**

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**949.**

102431G

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**950.**

102431I

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**953.**

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**954.**

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**955.**

100512C

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**956.**

100512J

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**957.**

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**958.**

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**959.**

100512F

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**960.**

100512D

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**961.**

102411C

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**962.**

102411L

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**963.**

102411K

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**964.**

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**965.**

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**966.**

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**967.**

102411E

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**968.**

102411I

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**969.**

102411M

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**970.**

102411A

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**971.**

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**972.**

102055H

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**973.**

102055K

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**974.**

102055I

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**975.**

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**976.**

102055B

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**977.**

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**978.**

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**979.**

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**980.**

102346F

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**981.**

102346J

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**982.**

102346G

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**983.**

102346D

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**984.**

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**985.**

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**986.**

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**987.**

102346M

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**988.**

102346H

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**989.**

102346B

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**990.**

101987G

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**991.**

101987C

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**992.**

101987E

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**993.**

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**994.**

101987F

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**995.**

101987A

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**996.**

101987L

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**997.**

101987J

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**998.**

101987K

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**999.**

101987D

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**1000.**

100965E

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**1001.**

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · Python 2 (first AC) · Tags: —

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**1002.**

100965K

[Language](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1003.**

100965F

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Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1004.**

100965H

[Simple problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1005.**

100965D

[Invisible points](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1006.**

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1007.**

100965I

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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**1008.**

100965A

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**1009.**

100608D

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**1010.**

100608J

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**1011.**

100608B

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**1012.**

100608G

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**1013.**

100608F

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**1014.**

100608E

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**1015.**

102222J

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**1016.**

102222K

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Rating: — · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1017.**

102222E

[2-3-4 Tree](#) · [Tutorial](#)

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**1018.**

102222G

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**1019.**

102222D

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**1020.**

102222H

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**1021.**

102222F

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**1022.**

102222B

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**1023.**

102222C

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**1024.**

102222A

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**1025.**

101572C

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**1026.**

101572I

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**1027.**

101572E

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**1028.**

101572K

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**1029.**

101572D

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**1030.**

101572G

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**1031.**

101572B

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**1032.**

101572J

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**1033.**

102028B

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**1034.**

102028H

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**1035.**

102028L

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**1036.**

102028D

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**1037.**

102028F

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**1038.**

102028I

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**1039.**

102028E

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**1040.**

102028A

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**1041.**

101873F

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**1042.**

101873A

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**1043.**

101873E

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**1044.**

101873B

[Buildings](#) · [Tutorial](#)

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**1045.**

101873J

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**1046.**

101873C

[Joyride](#) · [Tutorial](#)

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**1047.**

101873H

[Ratatoskr](#) · [Tutorial](#)

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**1048.**

101873D

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**1049.**

101873G

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**1050.**

101873I

[Uberwatch](#) · [Tutorial](#)

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**1051.**

101873K

[You Are Fired](#) · [Tutorial](#)

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**1052.**

101666H

[Hoarse Horses](#) · [Tutorial](#)

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**1053.**

101666G

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**1054.**

101666I

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Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1055.**

101666C

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**1056.**

101666E

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**1057.**

101666L

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**1058.**

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —  
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**1059.**

101666K

[King of the Waves](#) · [Tutorial](#)

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**1060.**

101666M

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**1061.**

101666A

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Rating: — · first AC: 2018-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1062.**

101666F

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Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —  
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**1063.**

101612F

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**1064.**

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**1065.**

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**1066.**

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**1067.**

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**1068.**

101612L

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**1069.**

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**1070.**

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**1071.**

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**1072.**

101612I

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**1073.**

101612A

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**1074.**

100402J

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Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1075.**

100402D

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Rating: — · first AC: 2018-06-07 · Java 8 (first AC) · Tags: —  
[chenjb's solution](#)

**1076.**

100402E

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Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1077.**

100402K

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Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1078.**

100402B

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**1079.**

100402F

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**1080.**

100402G

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**1081.**

100402A

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Rating: — · first AC: 2018-06-07 · GNU C++ (first AC) · Tags: —  
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**1082.**

100198H

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Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1083.**

100198A

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Rating: — · first AC: 2018-06-03 · last AC: 2018-06-03 · GNU C++ (first AC) · Tags: —  
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**1084.**

100198D

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Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1085.**

100198I

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Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1086.**

100198E

[Strong Defence](#) · [Tutorial](#)

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**1087.**

100198B

[Beloved Sons](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1088.**

100198F

[Weird Dissimilarity](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++ (first AC) · Tags: —  
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**1089.**

100243I

[Black and White Segments](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · last AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1090.**

100243C

[Colorful Cycle Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1091.**

100243A

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Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1092.**

100243D

[Delta, Kappa, Lambda](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1093.**

100243B

[Coffin Factory](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1094.**

100243G

[Magicand Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · Java 8 (first AC) · Tags: —  
[chenjb's solution](#)

**1095.**

100243H

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1096.**

100197H

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Rating: — · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1097.**

100197B

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**1098.**

100197A

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**1099.**

100197F

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1100.**

100197E

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[chenjb's solution](#)

**1101.**

100197G

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Rating: — · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1102.**

100197C

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Rating: — · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1103.**

101471A

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

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1104.**

101471C

[Mission Improbable](#) · [Tutorial](#)

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**1105.**

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1106.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1107.**

101471I

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**1108.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1109.**

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1110.**

100886A

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Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1111.**

100886J

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Rating: — · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1112.**

100886H

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**1113.**

100886I

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**1114.**

100886G

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**1115.**

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · GNU C++ (first AC) · Tags: —  
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**1116.**

100960A

[Prevent a Galactic War!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · GNU C++ (first AC) · Tags: —  
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**1117.**

100960G

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

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1118.**

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1119.**

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1120.**

100960H

[Garland Checking](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1121.**

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1122.**

100959A

[2016](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1123.**

100959H

[Random Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1124.**

100959C

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1125.**

100959I

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1126.**

100959F

[Number Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1127.**

100959L

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

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1128.**

100959B

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1129.**

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1130.**

100959J

[Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1131.**

101615F

[Distinct Distances](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1132.**

101615E

[Straight Shot](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1133.**

101615J

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1134.**

101615M

[Unsatisfying](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1135.**

101615G

[Security Badge](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1136.**

101615D

[Rainbow Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1137.**

101615C

[Fear Factoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1138.**

101615L

[Delayed Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1139.**

101615A

[Odd Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1140.**

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1141.**

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · Java 8 (first AC) · Tags: —  
[chenjb's solution](#)

**1142.**

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1143.**

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1144.**

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1145.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1146.**

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1147.**

101194L

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

Rating: — · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1148.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1149.**

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1150.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1151.**

101630A

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

Rating: — · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1152.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1153.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1154.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-12 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1155.**

101628H

[Have Some Cheese Bread](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1156.**

101628A

[Arthur's Language](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1157.**

100520F

[Flights](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1158.**

100520D

[Drunkard's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1159.**

100520A

[Analogous Sets](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1160.**

101485F

[Flight Plan Evaluation](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1161.**

101485C

[Cleaning Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1162.**

101485D

[Debugging](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1163.**

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1164.**

101485K

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

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1165.**

101485E

[Elementary Math](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1166.**

101485A

[Assigning Workstations](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1167.**

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1168.**

101485J

[Jumbled Communication](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-04 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1169.**

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1170.**

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1171.**

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1172.**

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1173.**

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1174.**

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1175.**

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1176.**

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1177.**

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1178.**

100801J

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

Rating: — · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1179.**

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1180.**

100801D

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

Rating: — · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1181.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1182.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1183.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1184.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1185.**

100801A

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

Rating: — · first AC: 2017-09-25 · GNU C++11 (first AC) · Tags: —  
[chenjb's solution](#)

**1186.**

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1187.**

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1188.**

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1189.**

100543H

[Good morning!](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1190.**

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1191.**

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1192.**

101128F

[Landscaping](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: —  
[chenjb's solution](#)

**1193.**

101128J

[Saint John Festival](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1194.**

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1195.**

101128B

[Black Vienna](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1196.**

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1197.**

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1198.**

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1199.**

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1200.**

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-05 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1201.**

101142D

[Digital Addition](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1202.**

101142I

[Integral Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1203.**

101142G

[Gangsters in Central City](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1204.**

101142C

[CodeCoder vs TopForces](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1205.**

101142F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1206.**

101142K

[King's Heir](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1207.**

101142A

[Anniversary Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-28 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1208.**

100783G

[Playing With Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1209.**

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1210.**

100783F

[City Park](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1211.**

100783E

[Ricochet Robots](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1212.**

100783J

[The Big Painting](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1213.**

100783D

[Book Club](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1214.**

100783C

[Golf Bot](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1215.**

100783B

[Flowery Trails](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1216.**

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-23 · GNU C++ (first AC) · Tags: —  
[chenjb's solution](#)

**1217.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2015-05-20 · FPC (first AC) · Tags: data structures, graphs, trees  
[chenjb's solution](#)