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Unique solved — coconut99

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1.

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2.

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4.

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5.

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2034A

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7.

2029A

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1993A

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18.

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21.

1956A

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22.

1929B

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1898A

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33.

1870A

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36.

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38.

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41.

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42.

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1788A

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1778A

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1787A

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1780A

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49.

1792A

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50.

1777A

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51.

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52.

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53.

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54.

1731A

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55.

1774A

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56.

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57.

1758A

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58.

1748A

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59.

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61.

1747A

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62.

1734B

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1734A

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1720B

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1719B

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66.

1719A

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67.

1712B

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68.

1712A

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69.

1713A

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70.

1716B

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71.

1716A

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72.

1711A

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73.

1709A

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74.

1706A

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75.

1705A

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76.

1701B

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77.

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79.

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80.

1698A

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81.

1700A

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82.

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83.

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84.

1697A

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85.

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86.

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87.

1691A

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88.

1682A

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89.

1684B

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90.

1684A

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91.

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92.

1680A

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93.

1672B

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94.

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95.

1670A

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96.

1673A

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97.

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98.

1669C

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99.

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100.

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101.

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102.

1665A

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103.

1658B

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104.

1658A

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105.

1656A

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106.

1657B

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107.

1657A

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108.

1654B

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109.

1654A

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110.

1647A

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111.

1650A

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1651B

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113.

1651A

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114.

1649A

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115.

1646B

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116.

1646A

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117.

1562A

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118.

1642A

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119.

1644B

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120.

1644A

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121.

1635B

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122.

1635A

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123.

1638A

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124.

1637A

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125.

1566B

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126.

1566A

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127.

1615A

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128.

1634A

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129.

1633B

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130.

1633A

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131.

1632A

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132.

1631A

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133.

1621A

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134.

1604A

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135.

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1629A

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137.

1605A

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138.

1626A

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1627A

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1625A

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141.

1622A

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143.

1624A

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144.

1593A

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1617A

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1623A

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147.

1619B

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148.

1619A

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149.

1618B

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150.

1618A

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151.

2062B

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152.

2035B

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153.

1990A

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154.

1988B

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1988A

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156.

1875A

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157.

1856B

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158.

1848A

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159.

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160.

1795B

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161.

1777B

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162.

1775A2

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163.

1768B

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164.

1758B

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165.

1747B

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166.

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1720A

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1705B

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1699B

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171.

1696B

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172.

1697B

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1665B

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174.

1650B

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1642B

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176.

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177.

1593B

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178.

1617B

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179.

2057B

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180.

2034B

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181.

1906A

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182.

2002B

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1998B

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184.

1987B

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1916B

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187.

1849B

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188.

1844B

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189.

1847B

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190.

1798B

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191.

1796B

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192.

1770B

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193.

1770A

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194.

1732A

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195.

1713B

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196.

1690D

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1691B

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1674C

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199.

1671B

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200.

1659A

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201.

1562B

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202.

1566C

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203.

1634C

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204.

1632B

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205.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1000 · first AC: 2022-01-18 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[coconut99's solution](#)

206.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-13 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings
[coconut99's solution](#)

207.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,031 global accepts · Rating: 1000 · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings
[coconut99's solution](#)

208.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy
[coconut99's solution](#)

209.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[coconut99's solution](#)

210.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings
[coconut99's solution](#)

211.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[coconut99's solution](#)

212.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[coconut99's solution](#)

213.

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[coconut99's solution](#)

214.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[coconut99's solution](#)

215.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[coconut99's solution](#)

216.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,811 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[coconut99's solution](#)

217.

1826B

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

Quality: 28,168 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[coconut99's solution](#)

218.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[coconut99's solution](#)

219.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[coconut99's solution](#)

220.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,977 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[coconut99's solution](#)

221.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[coconut99's solution](#)

222.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,799 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[coconut99's solution](#)

223.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[coconut99's solution](#)

224.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[coconut99's solution](#)

225.

1700B

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

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2022-06-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[coconut99's solution](#)

226.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1100 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, sortings
[coconut99's solution](#)

227.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[coconut99's solution](#)

228.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · last AC: 2022-05-07 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[coconut99's solution](#)

229.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,776 global accepts · Rating: 1100 · first AC: 2022-05-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[coconut99's solution](#)

230.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: implementation

[coconut99's solution](#)

231.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

[coconut99's solution](#)

232.

1656B

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

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, two pointers

[coconut99's solution](#)

233.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: data structures, math, sortings

[coconut99's solution](#)

234.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[coconut99's solution](#)

235.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[coconut99's solution](#)

236.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · PyPy 3-64 (first AC) · Tags: brute force, math
[coconut99's solution](#)

237.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · PyPy 3-64 (first AC) · Tags: dp, greedy
[coconut99's solution](#)

238.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2022-01-24 · PyPy 3-64 (first AC) · Tags: —
[coconut99's solution](#)

239.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · PyPy 3-64 (first AC) · Tags: greedy, strings
[coconut99's solution](#)

240.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-14 · PyPy 3-64 (first AC) · Tags: brute force, greedy, sortings
[coconut99's solution](#)

241.

1624C

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

Quality: 26,836 global accepts · Rating: 1100 · first AC: 2022-01-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[coconut99's solution](#)

242.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: math, number theory
[coconut99's solution](#)

243.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-09 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, implementation, sortings
[coconut99's solution](#)

244.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,404 global accepts · Rating: 1100 · first AC: 2022-01-07 · PyPy 3-64 (first AC) · Tags: math
[coconut99's solution](#)

245.

2062C

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

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[coconut99's solution](#)

246.

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[coconut99's solution](#)

247.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[coconut99's solution](#)

248.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,866 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[coconut99's solution](#)

249.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[coconut99's solution](#)

250.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[coconut99's solution](#)

251.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[coconut99's solution](#)

252.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[coconut99's solution](#)

253.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[coconut99's solution](#)

254.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[coconut99's solution](#)

255.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[coconut99's solution](#)

256.

1848B

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

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[coconut99's solution](#)

257.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[coconut99's solution](#)

258.

1792B

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

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[coconut99's solution](#)

259.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[coconut99's solution](#)

260.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[coconut99's solution](#)

261.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,633 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[coconut99's solution](#)

262.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[coconut99's solution](#)

263.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math

[coconut99's solution](#)

264.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[coconut99's solution](#)

265.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[coconut99's solution](#)

266.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,389 global accepts · Rating: 1200 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, math

[coconut99's solution](#)

267.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation
[coconut99's solution](#)

268.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: data structures, math, strings
[coconut99's solution](#)

269.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[coconut99's solution](#)

270.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[coconut99's solution](#)

271.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[coconut99's solution](#)

272.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-11 · PyPy 3-64 (first AC) · Tags: greedy, hashing, implementation, sortings
[coconut99's solution](#)

273.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[coconut99's solution](#)

274.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,134 global accepts · Rating: 1200 · first AC: 2022-02-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[coconut99's solution](#)

275.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[coconut99's solution](#)

276.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2022-01-08 · PyPy 3-64 (first AC) · Tags: implementation
[coconut99's solution](#)

277.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

278.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[coconut99's solution](#)

279.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[coconut99's solution](#)

280.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[coconut99's solution](#)

281.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[coconut99's solution](#)

282.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[coconut99's solution](#)

283.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[coconut99's solution](#)

284.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[coconut99's solution](#)

285.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[coconut99's solution](#)

286.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[coconut99's solution](#)

287.

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[coconut99's solution](#)

288.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[coconut99's solution](#)

289.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[coconut99's solution](#)

290.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[coconut99's solution](#)

291.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,737 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[coconut99's solution](#)

292.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[coconut99's solution](#)

293.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[coconut99's solution](#)

294.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · PyPy 3-64 (first AC) · Tags: brute force, graphs

[coconut99's solution](#)

295.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · PyPy 3-64 (first AC) · Tags: brute force, data structures

[coconut99's solution](#)

296.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2022-06-16 · PyPy 3-64 (first AC) · Tags: greedy

[coconut99's solution](#)

297.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[coconut99's solution](#)

298.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[coconut99's solution](#)

299.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[coconut99's solution](#)

300.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[coconut99's solution](#)

301.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[coconut99's solution](#)

302.

1650D

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

Quality: 14,703 global accepts · Rating: 1300 · first AC: 2022-03-11 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[coconut99's solution](#)

303.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[coconut99's solution](#)

304.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: data structures, dsu, graphs, math

[coconut99's solution](#)

305.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2022-02-08 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math

[coconut99's solution](#)

306.

1604C

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

Rating: 1300 · first AC: 2022-01-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[coconut99's solution](#)

307.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[coconut99's solution](#)

308.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-01-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[coconut99's solution](#)

309.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2022-01-07 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[coconut99's solution](#)

310.

2034C

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

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[coconut99's solution](#)

311.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[coconut99's solution](#)

312.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[coconut99's solution](#)

313.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[coconut99's solution](#)

314.

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[coconut99's solution](#)

315.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[coconut99's solution](#)

316.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[coconut99's solution](#)

317.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[coconut99's solution](#)

318.

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[coconut99's solution](#)

319.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[coconut99's solution](#)

320.

1758C

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

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[coconut99's solution](#)

321.

1748B

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

Quality: 16,781 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[coconut99's solution](#)

322.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[coconut99's solution](#)

323.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[coconut99's solution](#)

324.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · PyPy 3-64 (first AC) · Tags: dp, flows, greedy, implementation

[coconut99's solution](#)

325.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[coconut99's solution](#)

326.

1701C

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

Quality: 23,843 global accepts · Rating: 1400 · first AC: 2022-07-08 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, two pointers

[coconut99's solution](#)

327.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[coconut99's solution](#)

328.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-13 · last AC: 2022-06-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[coconut99's solution](#)

329.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[coconut99's solution](#)

330.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[coconut99's solution](#)

331.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[coconut99's solution](#)

332.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[coconut99's solution](#)

333.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings

[coconut99's solution](#)

334.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-06 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, matrices

[coconut99's solution](#)

335.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation

[coconut99's solution](#)

336.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-02-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[coconut99's solution](#)

337.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,302 global accepts · Rating: 1400 · first AC: 2022-02-06 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[coconut99's solution](#)

338.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-01-18 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, strings

[coconut99's solution](#)

339.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[coconut99's solution](#)

340.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings, strings

[coconut99's solution](#)

341.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[coconut99's solution](#)

342.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[coconut99's solution](#)

343.

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[coconut99's solution](#)

344.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[coconut99's solution](#)

345.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[coconut99's solution](#)

346.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[coconut99's solution](#)

347.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[coconut99's solution](#)

348.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[coconut99's solution](#)

349.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[coconut99's solution](#)

350.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[coconut99's solution](#)

351.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[coconut99's solution](#)

352.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[coconut99's solution](#)

353.

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[coconut99's solution](#)

354.

1711C

[Color the Picture](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-07-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[coconut99's solution](#)

355.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,011 global accepts · Rating: 1500 · first AC: 2022-05-01 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory
[coconut99's solution](#)

356.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[coconut99's solution](#)

357.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,583 global accepts · Rating: 1500 · first AC: 2022-03-10 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation
[coconut99's solution](#)

358.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2022-03-10 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, graphs, math
[coconut99's solution](#)

359.

1646C

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

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[coconut99's solution](#)

360.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2022-03-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[coconut99's solution](#)

361.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms

[coconut99's solution](#)

362.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[coconut99's solution](#)

363.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[coconut99's solution](#)

364.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[coconut99's solution](#)

365.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[coconut99's solution](#)

366.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[coconut99's solution](#)

367.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[coconut99's solution](#)

368.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[coconut99's solution](#)

369.

1920C

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

Quality: 19,921 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[coconut99's solution](#)

370.

1886C

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

Quality: 16,606 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[coconut99's solution](#)

371.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[coconut99's solution](#)

372.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[coconut99's solution](#)

373.

1849C

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

Quality: 12,532 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[coconut99's solution](#)

374.

1798D

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

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[coconut99's solution](#)

375.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[coconut99's solution](#)

376.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[coconut99's solution](#)

377.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings
[coconut99's solution](#)

378.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[coconut99's solution](#)

379.

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[coconut99's solution](#)

380.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[coconut99's solution](#)

381.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[coconut99's solution](#)

382.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1600 · first AC: 2022-06-28 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, interactive

[coconut99's solution](#)

383.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[coconut99's solution](#)

384.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, strings, two pointers

[coconut99's solution](#)

385.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp

[coconut99's solution](#)

386.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy

[coconut99's solution](#)

387.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2022-04-03 · PyPy 3-64 (first AC) · Tags: dp, implementation

[coconut99's solution](#)

388.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[coconut99's solution](#)

389.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2022-02-11 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[coconut99's solution](#)

390.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-02-08 · PyPy 3-64 (first AC) · Tags: brute force, graphs, greedy, math
[coconut99's solution](#)

391.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1600 · first AC: 2022-02-05 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, greedy
[coconut99's solution](#)

392.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2022-02-03 · PyPy 3-64 (first AC) · Tags: math, number theory
[coconut99's solution](#)

393.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · PyPy 3-64 (first AC) · Tags: dp, greedy
[coconut99's solution](#)

394.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[coconut99's solution](#)

395.

1604D

[Moderate Modular Mode](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-01-24 · PyPy 3-64 (first AC) · Tags: math, number theory
[coconut99's solution](#)

396.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2022-01-13 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy, sortings
[coconut99's solution](#)

397.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees
[coconut99's solution](#)

398.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-01-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy
[coconut99's solution](#)

399.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[coconut99's solution](#)

400.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, greedy, math, schedules, sortings

[coconut99's solution](#)

401.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[coconut99's solution](#)

402.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[coconut99's solution](#)

403.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[coconut99's solution](#)

404.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[coconut99's solution](#)

405.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[coconut99's solution](#)

406.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[coconut99's solution](#)

407.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[coconut99's solution](#)

408.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[coconut99's solution](#)

409.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[coconut99's solution](#)

410.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[coconut99's solution](#)

411.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2023-03-27 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[coconut99's solution](#)

412.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[coconut99's solution](#)

413.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[coconut99's solution](#)

414.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[coconut99's solution](#)

415.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,665 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[coconut99's solution](#)

416.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[coconut99's solution](#)

417.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[coconut99's solution](#)

418.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-21 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, math

[coconut99's solution](#)

419.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · MS C++ 2017 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[coconut99's solution](#)

420.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · last AC: 2022-07-05 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

[coconut99's solution](#)

421.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,164 global accepts · Rating: 1700 · first AC: 2022-06-27 · MS C++ 2017 (first AC) · Tags: constructive algorithms, data structures, greedy

[coconut99's solution](#)

422.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[coconut99's solution](#)

423.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[coconut99's solution](#)

424.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-03 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, strings

[coconut99's solution](#)

425.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[coconut99's solution](#)

426.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[coconut99's solution](#)

427.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[coconut99's solution](#)

428.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1700 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[coconut99's solution](#)

429.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[coconut99's solution](#)

430.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[coconut99's solution](#)

431.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-03-01 · PyPy 3-64 (first AC) · Tags: data structures, dp, math
[coconut99's solution](#)

432.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
[coconut99's solution](#)

433.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[coconut99's solution](#)

434.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, interactive, math
[coconut99's solution](#)

435.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · PyPy 3-64 (first AC) · Tags: greedy, strings
[coconut99's solution](#)

436.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1700 · first AC: 2022-01-17 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[coconut99's solution](#)

437.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2022-01-16 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[coconut99's solution](#)

438.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[coconut99's solution](#)

439.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-01-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[coconut99's solution](#)

440.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[coconut99's solution](#)

441.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[coconut99's solution](#)

442.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[coconut99's solution](#)

443.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[coconut99's solution](#)

444.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[coconut99's solution](#)

445.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[coconut99's solution](#)

446.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[coconut99's solution](#)

447.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[coconut99's solution](#)

448.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[coconut99's solution](#)

449.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,003 global accepts · Rating: 1800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[coconut99's solution](#)

450.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[coconut99's solution](#)

451.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · last AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[coconut99's solution](#)

452.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,474 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[coconut99's solution](#)

453.

1768D

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

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[coconut99's solution](#)

454.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[coconut99's solution](#)

455.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[coconut99's solution](#)

456.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[coconut99's solution](#)

457.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[coconut99's solution](#)

458.

1719D1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[coconut99's solution](#)

459.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[coconut99's solution](#)

460.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[coconut99's solution](#)

461.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[coconut99's solution](#)

462.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[coconut99's solution](#)

463.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[coconut99's solution](#)

464.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-03-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math, sortings

[coconut99's solution](#)

465.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[coconut99's solution](#)

466.

1058D

[Vasya and Triangle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-02-14 · PyPy 3-64 (first AC) · Tags: geometry

[coconut99's solution](#)

467.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2022-02-13 · PyPy 3-64 (first AC) · Tags: combinatorics

[coconut99's solution](#)

468.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · last AC: 2022-02-13 · PyPy 3-64 (first AC) · Tags: dp, greedy, math

[coconut99's solution](#)

469.

1631D

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

Rating: 1800 · first AC: 2022-01-27 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[coconut99's solution](#)

470.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[coconut99's solution](#)

471.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

472.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[coconut99's solution](#)

473.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[coconut99's solution](#)

474.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[coconut99's solution](#)

475.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[coconut99's solution](#)

476.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[coconut99's solution](#)

477.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[coconut99's solution](#)

478.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[coconut99's solution](#)

479.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[coconut99's solution](#)

480.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[coconut99's solution](#)

481.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[coconut99's solution](#)

482.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[coconut99's solution](#)

483.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[coconut99's solution](#)

484.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[coconut99's solution](#)

485.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[coconut99's solution](#)

486.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[coconut99's solution](#)

487.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, sortings

[coconut99's solution](#)

488.

1791G2

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

Quality: 5,995 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[coconut99's solution](#)

489.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[coconut99's solution](#)

490.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[coconut99's solution](#)

491.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2023-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[coconut99's solution](#)

492.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[coconut99's solution](#)

493.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · MS C++ 2017 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[coconut99's solution](#)

494.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 1900 · first AC: 2022-06-28 · MS C++ 2017 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[coconut99's solution](#)

495.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-27 · MS C++ 2017 (first AC) · Tags: binary search, dp, greedy, math

[coconut99's solution](#)

496.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · MS C++ 2017 (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[coconut99's solution](#)

497.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[coconut99's solution](#)

498.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[coconut99's solution](#)

499.

1673D

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

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[coconut99's solution](#)

500.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy

[coconut99's solution](#)

501.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[coconut99's solution](#)

502.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, math, number theory

[coconut99's solution](#)

503.

1644E

[Expand the Path](#) · [Tutorial](#)

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

[coconut99's solution](#)

504.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-02-13 · PyPy 3-64 (first AC) · Tags: bitmasks, interactive, math

[coconut99's solution](#)

505.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, number theory

[coconut99's solution](#)

506.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[coconut99's solution](#)

507.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

508.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[coconut99's solution](#)

509.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[coconut99's solution](#)

510.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[coconut99's solution](#)

511.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[coconut99's solution](#)

512.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[coconut99's solution](#)

513.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,607 global accepts · Rating: 2000 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[coconut99's solution](#)

514.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[coconut99's solution](#)

515.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[coconut99's solution](#)

516.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[coconut99's solution](#)

517.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[coconut99's solution](#)

518.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[coconut99's solution](#)

519.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-04 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[coconut99's solution](#)

520.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[coconut99's solution](#)

521.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[coconut99's solution](#)

522.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[coconut99's solution](#)

523.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[coconut99's solution](#)

524.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[coconut99's solution](#)

525.

1719E

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

Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, number theory

[coconut99's solution](#)

526.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,105 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[coconut99's solution](#)

527.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[coconut99's solution](#)

528.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[coconut99's solution](#)

529.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[coconut99's solution](#)

530.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · PyPy 3-64 (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[coconut99's solution](#)

531.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[coconut99's solution](#)

532.

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-13 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[coconut99's solution](#)

533.

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[coconut99's solution](#)

534.

1058E

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[coconut99's solution](#)

535.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[coconut99's solution](#)

536.

1088D

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

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2022-02-10 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[coconut99's solution](#)

537.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math

[coconut99's solution](#)

538.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-02-05 · PyPy 3-64 (first AC) · Tags: combinatorics, math, two pointers

[coconut99's solution](#)

539.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-02-02 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[coconut99's solution](#)

540.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[coconut99's solution](#)

541.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-12 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive

[coconut99's solution](#)

542.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-01-07 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[coconut99's solution](#)

543.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[coconut99's solution](#)

544.

1906F

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

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[coconut99's solution](#)

545.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[coconut99's solution](#)

546.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[coconut99's solution](#)

547.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[coconut99's solution](#)

548.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[coconut99's solution](#)

549.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

[coconut99's solution](#)

550.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[coconut99's solution](#)

551.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[coconut99's solution](#)

552.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-02-06 · last AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[coconut99's solution](#)

553.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[coconut99's solution](#)

554.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[coconut99's solution](#)

555.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[coconut99's solution](#)

556.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[coconut99's solution](#)

557.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[coconut99's solution](#)

558.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · PyPy 3-64 (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[coconut99's solution](#)

559.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[coconut99's solution](#)

560.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[coconut99's solution](#)

561.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[coconut99's solution](#)

562.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2022-01-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[coconut99's solution](#)

563.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[coconut99's solution](#)

564.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[coconut99's solution](#)

565.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[coconut99's solution](#)

566.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
[coconut99's solution](#)

567.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[coconut99's solution](#)

568.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math
[coconut99's solution](#)

569.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy
[coconut99's solution](#)

570.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · last AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[coconut99's solution](#)

571.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[coconut99's solution](#)

572.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[coconut99's solution](#)

573.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[coconut99's solution](#)

574.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[coconut99's solution](#)

575.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[coconut99's solution](#)

576.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[coconut99's solution](#)

577.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[coconut99's solution](#)

578.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[coconut99's solution](#)

579.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-10 · last AC: 2023-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[coconut99's solution](#)

580.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[coconut99's solution](#)

581.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-08 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[coconut99's solution](#)

582.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[coconut99's solution](#)

583.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-03-01 · PyPy 3-64 (first AC) · Tags: data structures, math

[coconut99's solution](#)

584.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[coconut99's solution](#)

585.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[coconut99's solution](#)

586.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[coconut99's solution](#)

587.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[coconut99's solution](#)

588.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-08 · last AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[coconut99's solution](#)

589.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[coconut99's solution](#)

590.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[coconut99's solution](#)

591.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[coconut99's solution](#)

592.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[coconut99's solution](#)

593.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings
[coconut99's solution](#)

594.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[coconut99's solution](#)

595.

1875F

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

Rating: 2300 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[coconut99's solution](#)

596.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers
[coconut99's solution](#)

597.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp
[coconut99's solution](#)

598.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings
[coconut99's solution](#)

599.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory
[coconut99's solution](#)

600.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[coconut99's solution](#)

601.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[coconut99's solution](#)

602.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-07-06 · last AC: 2022-07-06 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, data structures, math
[coconut99's solution](#)

603.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2022-07-05 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy
[coconut99's solution](#)

604.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-28 · MS C++ 2017 (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[coconut99's solution](#)

605.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[coconut99's solution](#)

606.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees
[coconut99's solution](#)

607.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees
[coconut99's solution](#)

608.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[coconut99's solution](#)

609.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory
[coconut99's solution](#)

610.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[coconut99's solution](#)

611.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[coconut99's solution](#)

612.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[coconut99's solution](#)

613.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[coconut99's solution](#)

614.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[coconut99's solution](#)

615.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[coconut99's solution](#)

616.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[coconut99's solution](#)

617.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[coconut99's solution](#)

618.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[coconut99's solution](#)

619.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[coconut99's solution](#)

620.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[coconut99's solution](#)

621.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[coconut99's solution](#)

622.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-02-18 · last AC: 2022-02-18 · PyPy 3-64 (first AC) · Tags: interactive, math, number theory

[coconut99's solution](#)

623.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[coconut99's solution](#)

624.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-06 · last AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

625.

104059B

[Breeding Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

626.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

627.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

628.

104059I

[Improving IT](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

629.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

630.

104059A

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

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

631.

104059C

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

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

632.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

633.

104059L

[Lots of Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

634.

104059K

[K.O. Kids](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

635.

104614L

[Which Warehouse?](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

636.

104614A

[A-Mazing Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

637.

104614J

[Simple Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

638.

104614K

[Two Charts Become One](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

639.

104614C

[Cribbage On Steroids](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

640.

104614F

[It's About Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

641.

104614G

[Pea Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

642.

104614B

[A Musical Question](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

643.

104614D

[Determining Nucleotide Assortments](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

644.

104614I

[Road To Savings](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

645.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

646.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

647.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

648.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

649.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

650.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

651.

104172L

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

Rating: — · first AC: 2024-11-05 · last AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[coconut99's solution](#)

652.

105492K

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

Rating: — · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[coconut99's solution](#)

653.

104172E

[Goose, Goose, DUCK? · Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

654.

104172F

[Sum of Numbers · Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

655.

104172B

[Big Picture · Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

656.

104172C

[Painting Grid · Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

657.

104172H

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

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

658.

104172A

[TreeScript · Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

659.

104172K

[Maximum GCD · Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

660.

105383C

[Cards · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

661.

105383E

[Efficient Slabstones Rearrangement · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

662.

105383I

[In Search of the Lost Array · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

663.

105383D

[Disbursement on Quarantine Policy · Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[coconut99's solution](#)

664.

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

665.

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

666.

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[coconut99's solution](#)

667.

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · Python 3 (first AC) · Tags: —
[coconut99's solution](#)

668.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

669.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

670.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

671.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

672.

105112A

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

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

673.

105112H

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

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

674.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

675.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

676.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

677.

104772I

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

Rating: — · first AC: 2024-09-25 · last AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

678.

104772F

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

679.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

680.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

681.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

682.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

683.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

684.

104772D

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

685.

104772A

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

Rating: — · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

686.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

687.

102433H

[Pivoting Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

688.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

689.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

690.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

691.

102433C

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

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

692.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

693.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

694.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

695.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

696.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[coconut99's solution](#)

697.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

698.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

699.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[coconut99's solution](#)

700.

104875B

[Bottle Flip](#) · [Tutorial](#)

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715.

105053K

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716.

105053L

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718.

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719.

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720.

104790L

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726.

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Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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104871H

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Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —
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731.

104871B

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733.

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736.

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738.

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742.

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743.

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754.

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756.

101964I

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759.

101964C

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Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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760.

101964E

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Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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761.

104736E

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762.

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806.

101158B

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817.

101485I

[Identifying Map Tiles](#) · [Tutorial](#)

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

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818.

101482G

[Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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819.

101482I

[Indoorienteering](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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820.

101482B

[Biking Duck](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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821.

101482F

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Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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822.

101482H

[Hyacinth](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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823.

101482K

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Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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824.

101482E

[Euclidean TSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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825.

101482D

[Digi Comp II](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

826.

101482C

[Cent Savings](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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827.

101482J

[Judging Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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828.

104017H

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Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

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829.

104017L

[Circular Maze](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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830.

104017E

[Evolution of Weasels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

831.

104017D

[Ice Cream Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

832.

104017J

[Boundary](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

833.

104017F

[Bottle Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

834.

104017A

[Organizing SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

835.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

836.

104288H

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

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

837.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

838.

101630F

[The Final Level](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

839.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

840.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

841.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

842.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

843.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · last AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

844.

101173B

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

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

845.

101173J

[Jazz Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

846.

101173H

[Hangar Hurdles](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

847.

101173C

[Convex Contour](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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848.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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849.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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850.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

851.

100543E

[Can't stop playing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

852.

100543F

[Vocabulary](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

853.

100543I

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

854.

100543D

[Wheels](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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855.

100543C

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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856.

100543H

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Rating: — · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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857.

100624D

[Non-boring sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-17 · last AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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858.

100624K

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859.

100624E

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Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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860.

100624I

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861.

100624A

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862.

100624J

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863.

100624C

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864.

100624H

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Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
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865.

100299K

[Digraphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

866.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

867.

100299F

[Draughts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

868.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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869.

100299B

[What does the fox say?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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870.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —
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871.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —
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872.

104013F

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Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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873.

104013C

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874.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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875.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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876.

104013D

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Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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877.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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878.

104013B

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879.

104013I

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880.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: —

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881.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · last AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

882.

102001E

[Artilleries and Defensive Walls](#) · [Tutorial](#)

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

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883.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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884.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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885.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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886.

102001J

[Future Generation](#) · [Tutorial](#)

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887.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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888.

102001L

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Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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889.

102001A

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Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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890.

102001I

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Rating: — · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

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891.

102392E

[Life Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · last AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

892.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

893.

102392B

[Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

894.

102392J

[Graph and Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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895.

102392D

[Cycle String?](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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896.

102392G

[Projection](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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897.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

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898.

102500D

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Rating: — · first AC: 2023-07-31 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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899.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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900.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

901.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

902.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[coconut99's solution](#)

903.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

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904.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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905.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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906.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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907.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

908.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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909.

103081K

[Unique Activities](#) · [Tutorial](#)

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910.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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911.

103081D

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Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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912.

103081A

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Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
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913.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

914.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

915.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

916.

101480H

[Hovering Hornet](#) · [Tutorial](#)

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

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917.

101480K

[Kernel Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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918.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[coconut99's solution](#)

919.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: —
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920.

104012E

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[coconut99's solution](#)

921.

104012B

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

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922.

104012M

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104012F

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Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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924.

104012L

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925.

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Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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926.

104012N

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927.

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928.

101174E

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929.

101174B

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930.

101174D

[Dinner Bet](#) · [Tutorial](#)

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931.

101174H

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932.

101174F

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933.

101174K

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Rating: — · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: —
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934.

101174C

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