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Unique solved — crazyilian

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

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Filters: none

Count: 842

1.

1773F

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2.

2211A

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3.

2178A

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Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · Python 3 (first AC) · Tags: [greedy](#), [strings](#)

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4.

2157A

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5.

2147A

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Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · PyPy 3-64 (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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6.

1776A

[Walking Boy](#) · [Tutorial](#)

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7.

624A

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8.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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9.

2053A

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10.

2048A

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11.

2034A

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12.

2035A

[Sliding](#) · [Tutorial](#)

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13.

1999C

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14.

1999A

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15.

1994A

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16.

1984A

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17.

1975A

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18.

1791A

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19.

1791B

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20.

1791C

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21.

1765B

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22.

1804A

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23.

1787A

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24.

1285A

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25.

268A

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26.

1092B

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27.

1594A

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28.

1652B

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29.

1652A

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30.

1616A

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31.

1584A

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32.

1571A

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33.

1552A

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34.

1515A

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35.

1482A

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36.

1491A

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37.

1466B

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38.

1466A

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39.

1450A

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40.

1413A

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41.

1428A

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42.

1392B

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43.

1392A

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44.

1368A

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45.

157A

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46.

688A

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47.

61A

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48.

32A

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49.

22A

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50.

14A

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51.

16A

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52.

1352A

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53.

1348A

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54.

510A

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55.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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56.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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57.

1312A

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58.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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59.

780A

[Andryusha and Socks](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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60.

1257A

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Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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61.

1236A

[Stones](#) · [Tutorial](#)

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62.

1223A

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Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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63.

1228A

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64.

1173A

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65.

1148A

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66.

1136A

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67.

1118A

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68.

1106A

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69.

1092A

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70.

1031A

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71.

1030A

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Quality: 171,452 global accepts · Rating: 800 · first AC: 2018-09-23 · last AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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72.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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73.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

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74.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

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75.

2048B

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Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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76.

2035B

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77.

1951A

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Quality: 22,571 global accepts · Rating: 900 · first AC: 2024-04-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

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78.

1267B

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79.

1666D

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Quality: 20,104 global accepts · Rating: 900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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80.

215A

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Quality: 16,159 global accepts · Rating: 900 · first AC: 2022-05-01 · PyPy 3-64 (first AC) · Tags: brute force, implementation

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81.

1433C

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82.

1584C

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

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83.

1505A

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84.

1427A

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85.

45A

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86.

1326B

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87.

1313A

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Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-16 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

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88.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · PyPy 3 (first AC) · Tags: greedy

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89.

1225A

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90.

1238A

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91.

1197A

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92.

1163A

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93.

1141B

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Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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94.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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95.

1113A

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

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96.

1106C

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Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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97.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · Python 3 (first AC) · Tags: —

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98.

2147B

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

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99.

2034B

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100.

1999B

[Card Game](#) · [Tutorial](#)

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101.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

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102.

1791D

[Distinct Split](#) · [Tutorial](#)

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103.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

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104.

1765M

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105.

1804B

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Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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106.

1785A

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Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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107.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2022-04-24 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[crazyilian's solution](#)

108.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2022-04-13 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation
[crazyilian's solution](#)

109.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-14 · PyPy 3-64 (first AC) · Tags: greedy, math
[crazyilian's solution](#)

110.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-02 · PyPy 3 (first AC) · Tags: brute force, geometry, math, number theory
[crazyilian's solution](#)

111.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2021-03-26 · Python 3 (first AC) · Tags: math
[crazyilian's solution](#)

112.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
[crazyilian's solution](#)

113.

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[crazyilian's solution](#)

114.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-28 · Python 3 (first AC) · Tags: brute force, greedy, math
[crazyilian's solution](#)

115.

43A

[Football](#) · [Tutorial](#)

Quality: 69,161 global accepts · Rating: 1000 · first AC: 2020-05-27 · Python 3 (first AC) · Tags: strings
[crazyilian's solution](#)

116.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2020-05-27 · Python 3 (first AC) · Tags: implementation
[crazyilian's solution](#)

117.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2020-05-27 · Python 3 (first AC) · Tags: brute force, number theory, sortings
[crazyilian's solution](#)

118.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-26 · Python 3 (first AC) · Tags: greedy, math
[crazyilian's solution](#)

119.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · PyPy 3 (first AC) · Tags: constructive algorithms

[crazyilian's solution](#)

120.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,920 global accepts · Rating: 1000 · first AC: 2020-03-21 · Python 3 (first AC) · Tags: bitmasks

[crazyilian's solution](#)

121.

584A

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

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2020-03-21 · PyPy 3 (first AC) · Tags: math

[crazyilian's solution](#)

122.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-19 · PyPy 3 (first AC) · Tags: constructive algorithms, number theory

[crazyilian's solution](#)

123.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[crazyilian's solution](#)

124.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[crazyilian's solution](#)

125.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[crazyilian's solution](#)

126.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · PyPy 3 (first AC) · Tags: brute force, implementation, strings

[crazyilian's solution](#)

127.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · Python 3 (first AC) · Tags: constructive algorithms, math

[crazyilian's solution](#)

128.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · Python 3 (first AC) · Tags: chinese remainder theorem, math

[crazyilian's solution](#)

129.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[crazyilian's solution](#)

130.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[crazyilian's solution](#)

131.

1225B1

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

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

[crazyilian's solution](#)

132.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[crazyilian's solution](#)

133.

1223B

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

Quality: 15,894 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings

[crazyilian's solution](#)

134.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[crazyilian's solution](#)

135.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[crazyilian's solution](#)

136.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[crazyilian's solution](#)

137.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[crazyilian's solution](#)

138.

1133A

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

Quality: 19,700 global accepts · Rating: 1000 · first AC: 2019-03-07 · PyPy 3 (first AC) · Tags: implementation

[crazyilian's solution](#)

139.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-11-04 · Python 3 (first AC) · Tags: implementation, math

[crazyilian's solution](#)

140.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-11-04 · Python 3 (first AC) · Tags: implementation, strings

[crazyilian's solution](#)

141.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,620 global accepts · Rating: 1100 · first AC: 2026-03-28 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, greedy, math

[crazyilian's solution](#)

142.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, math
[crazyilian's solution](#)

143.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
[crazyilian's solution](#)

144.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[crazyilian's solution](#)

145.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[crazyilian's solution](#)

146.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · PyPy 3 (first AC) · Tags: implementation, math

[crazyilian's solution](#)

147.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,282 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[crazyilian's solution](#)

148.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[crazyilian's solution](#)

149.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[crazyilian's solution](#)

150.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2022-04-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[crazyilian's solution](#)

151.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2022-04-13 · PyPy 3-64 (first AC) · Tags: bitmasks, math

[crazyilian's solution](#)

152.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · PyPy 3-64 (first AC) · Tags: greedy, strings

[crazyilian's solution](#)

153.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[crazyilian's solution](#)

154.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · Python 3 (first AC) · Tags: brute force, data structures, greedy, strings

[crazyilian's solution](#)

155.

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2020-08-27 · Python 3 (first AC) · Tags: data structures, implementation, sortings

[crazyilian's solution](#)

156.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2020-08-27 · Python 3 (first AC) · Tags: implementation

[crazyilian's solution](#)

157.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · Python 3 (first AC) · Tags: constructive algorithms, math

[crazyilian's solution](#)

158.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-11 · Python 3 (first AC) · Tags: binary search, greedy, math

[crazyilian's solution](#)

159.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · Python 3 (first AC) · Tags: games, greedy, implementation

[crazyilian's solution](#)

160.

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,038 global accepts · Rating: 1100 · first AC: 2020-05-27 · Python 3 (first AC) · Tags: greedy, math

[crazyilian's solution](#)

161.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · Python 3 (first AC) · Tags: constructive algorithms, strings

[crazyilian's solution](#)

162.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[crazyilian's solution](#)

163.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[crazyilian's solution](#)

164.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[crazyilian's solution](#)

165.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: math, number theory

[crazyilian's solution](#)

166.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · PyPy 3 (first AC) · Tags: math

[crazyilian's solution](#)

167.

1293A

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

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[crazyilian's solution](#)

168.

1262A

[Math Problem](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[crazyilian's solution](#)

169.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[crazyilian's solution](#)

170.

1119A

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

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

[crazyilian's solution](#)

171.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-05 · Python 3 (first AC) · Tags: greedy, implementation

[crazyilian's solution](#)

172.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[crazyilian's solution](#)

173.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[crazyilian's solution](#)

174.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: geometry

[crazyilian's solution](#)

175.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[crazyilian's solution](#)

176.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[crazyilian's solution](#)

177.

2174A

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

Quality: 14,297 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[crazyilian's solution](#)

178.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2025-08-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[crazyilian's solution](#)

179.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[crazyilian's solution](#)

180.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[crazyilian's solution](#)

181.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[crazyilian's solution](#)

182.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[crazyilian's solution](#)

183.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2022-05-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar

[crazyilian's solution](#)

184.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2022-04-24 · Python 3 (first AC) · Tags: data structures, dp, implementation, math, two pointers

[crazyilian's solution](#)

185.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · Python 3 (first AC) · Tags: brute force, math
[crazyilian's solution](#)

186.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · Python 3 (first AC) · Tags: graphs, implementation
[crazyilian's solution](#)

187.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · Python 3 (first AC) · Tags: greedy, implementation
[crazyilian's solution](#)

188.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[crazyilian's solution](#)

189.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · Python 3 (first AC) · Tags: brute force, data structures, number theory, two pointers
[crazyilian's solution](#)

190.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · Python 3 (first AC) · Tags: brute force, implementation, math
[crazyilian's solution](#)

191.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: constructive algorithms, math
[crazyilian's solution](#)

192.

1352C

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

Quality: 69,764 global accepts · Rating: 1200 · first AC: 2020-05-09 · Python 3 (first AC) · Tags: binary search, math
[crazyilian's solution](#)

193.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · PyPy 3 (first AC) · Tags: implementation, math
[crazyilian's solution](#)

194.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2020-03-25 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[crazyilian's solution](#)

195.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[crazyilian's solution](#)

196.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, sortings

[crazyilian's solution](#)

197.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[crazyilian's solution](#)

198.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,314 global accepts · Rating: 1200 · first AC: 2020-03-21 · Python 3 (first AC) · Tags: greedy, implementation

[crazyilian's solution](#)

199.

1262B

[Box](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[crazyilian's solution](#)

200.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[crazyilian's solution](#)

201.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,113 global accepts · Rating: 1200 · first AC: 2019-03-07 · PyPy 3 (first AC) · Tags: sortings, two pointers

[crazyilian's solution](#)

202.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · PyPy 3 (first AC) · Tags: math, number theory

[crazyilian's solution](#)

203.

1118B

[Tanya and Candies](#) · [Tutorial](#)

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[crazyilian's solution](#)

204.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · Python 3 (first AC) · Tags: —

[crazyilian's solution](#)

205.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,106 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[crazyilian's solution](#)

206.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[crazyilian's solution](#)

207.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[crazyilian's solution](#)

208.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[crazyilian's solution](#)

209.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[crazyilian's solution](#)

210.

1999E

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

Quality: 23,620 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[crazyilian's solution](#)

211.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[crazyilian's solution](#)

212.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[crazyilian's solution](#)

213.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2022-04-27 · PyPy 3-64 (first AC) · Tags: greedy, hashing, implementation

[crazyilian's solution](#)

214.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-11-02 · Kotlin 1.4 (first AC) · Tags: *special, math

[crazyilian's solution](#)

215.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

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216.

1466C

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217.

36A

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218.

1364B

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219.

1366B

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220.

1365B

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221.

241A

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222.

1352D

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223.

1194C

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Quality: 14,598 global accepts · Rating: 1300 · first AC: 2020-03-25 · Python 3 (first AC) · Tags: implementation, strings

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224.

1326C

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225.

1225B2

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226.

1236C

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227.

1237B

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228.

1238B

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229.

1119B

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230.

1113B

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231.

1030C

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Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-09-23 · Python 3 (first AC) · Tags: implementation
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232.

1773E

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233.

2157C

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234.

1520E

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235.

2066A

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[crazyilian's solution](#)

236.

2034C

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Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
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237.

2035C

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[crazyilian's solution](#)

238.

1951C

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Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[crazyilian's solution](#)

239.

1103A

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Quality: 10,598 global accepts · Rating: 1400 · first AC: 2022-04-21 · Python 3 (first AC) · Tags: constructive algorithms, implementation
[crazyilian's solution](#)

240.

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[crazyilian's solution](#)

241.

1515C

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242.

1505C

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[crazyilian's solution](#)

243.

1427B

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[crazyilian's solution](#)

244.

1375C

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[crazyilian's solution](#)

245.

1365C

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246.

1363B

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[crazyilian's solution](#)

247.

1348B

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Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-01 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[crazyilian's solution](#)

248.

1332B

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[crazyilian's solution](#)

249.

1312C

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250.

1293C

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Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[crazyilian's solution](#)

251.

1266C

[Diverse Matrix](#) · [Tutorial](#)

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[crazyilian's solution](#)

252.

1253B

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Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[crazyilian's solution](#)

253.

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[crazyilian's solution](#)

254.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[crazyilian's solution](#)

255.

1066C

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[crazyilian's solution](#)

256.

994B

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[crazyilian's solution](#)

257.

2147C

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[crazyilian's solution](#)

258.

1776L

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259.

2053C

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Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math
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260.

1999F

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261.

1999G1

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Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
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262.

1898B

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Quality: 14,611 global accepts · Rating: 1500 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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263.

1791F

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264.

1924A

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265.

1765K

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266.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[crazyilian's solution](#)

267.

1873G

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Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-22 · Python 3 (first AC) · Tags: constructive algorithms, greedy
[crazyilian's solution](#)

268.

1804C

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[crazyilian's solution](#)

269.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2022-05-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[crazyilian's solution](#)

270.

1133D

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[crazyilian's solution](#)

271.

1547E

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Quality: 16,373 global accepts · Rating: 1500 · first AC: 2022-05-04 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[crazyilian's solution](#)

272.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2022-05-04 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[crazyilian's solution](#)

273.

268C

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[crazyilian's solution](#)

274.

1616C

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[crazyilian's solution](#)

275.

1552B

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276.

1515D

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277.

1482B

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278.

1466D

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279.

1213D1

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280.

670D2

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281.

1278B

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Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-07-13 · PyPy 3 (first AC) · Tags: greedy, math
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282.

1368C

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Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · Python 3 (first AC) · Tags: constructive algorithms
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283.

1368B

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Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-18 · Python 3 (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[crazyilian's solution](#)

284.

1366C

[Palindromic Paths · Tutorial](#)

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[crazyilian's solution](#)

285.

1352F

[Binary String Reconstruction · Tutorial](#)

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
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286.

1352E

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287.

1332C

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288.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[crazyilian's solution](#)

289.

1325C

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[crazyilian's solution](#)

290.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[crazyilian's solution](#)

291.

584B

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[crazyilian's solution](#)

292.

1253C

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[crazyilian's solution](#)

293.

1236B

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Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[crazyilian's solution](#)

294.

1163B1

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Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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295.

1119C

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

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296.

1141C

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[crazyilian's solution](#)

297.

1141D

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Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[crazyilian's solution](#)

298.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[crazyilian's solution](#)

299.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,654 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar,

graphs, greedy, shortest paths

[crazyilian's solution](#)

300.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[crazyilian's solution](#)

301.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[crazyilian's solution](#)

302.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[crazyilian's solution](#)

303.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[crazyilian's solution](#)

304.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[crazyilian's solution](#)

305.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

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

[crazyilian's solution](#)

306.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[crazyilian's solution](#)

307.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[crazyilian's solution](#)

308.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, implementation, number theory

[crazyilian's solution](#)

309.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[crazyilian's solution](#)

310.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-07-13 · Python 3 (first AC) · Tags: math

[crazyilian's solution](#)

311.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[crazyilian's solution](#)

312.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[crazyilian's solution](#)

313.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[crazyilian's solution](#)

314.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings

[crazyilian's solution](#)

315.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[crazyilian's solution](#)

316.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · PyPy 3 (first AC) · Tags: math, number theory

[crazyilian's solution](#)

317.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[crazyilian's solution](#)

318.

1334C

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2178D

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1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[crazyilian's solution](#)

419.

1482D

[Playlist](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

[crazyilian's solution](#)

420.

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[crazyilian's solution](#)

421.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[crazyilian's solution](#)

422.

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[crazyilian's solution](#)

423.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

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

[crazyilian's solution](#)

424.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[crazyilian's solution](#)

425.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[crazyilian's solution](#)

426.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[crazyilian's solution](#)

427.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[crazyilian's solution](#)

428.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[crazyilian's solution](#)

429.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[crazyilian's solution](#)

430.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[crazyilian's solution](#)

431.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy

[crazyilian's solution](#)

432.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[crazyilian's solution](#)

433.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[crazyilian's solution](#)

434.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[crazyilian's solution](#)

435.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings
[crazyilian's solution](#)

436.

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
[crazyilian's solution](#)

437.

1984D

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

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

438.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[crazyilian's solution](#)

439.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[crazyilian's solution](#)

440.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
[crazyilian's solution](#)

441.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[crazyilian's solution](#)

442.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[crazyilian's solution](#)

443.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[crazyilian's solution](#)

444.

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[crazyilian's solution](#)

445.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[crazyilian's solution](#)

446.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[crazyilian's solution](#)

447.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[crazyilian's solution](#)

448.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[crazyilian's solution](#)

449.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[crazyilian's solution](#)

450.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[crazyilian's solution](#)

451.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-01-30 · PyPy 3 (first AC) · Tags: dp, greedy, math

[crazyilian's solution](#)

452.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[crazyilian's solution](#)

453.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[crazyilian's solution](#)

454.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[crazyilian's solution](#)

455.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[crazyilian's solution](#)

456.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

457.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[crazyilian's solution](#)

458.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[crazyilian's solution](#)

459.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[crazyilian's solution](#)

460.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[crazyilian's solution](#)

461.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[crazyilian's solution](#)

462.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[crazyilian's solution](#)

463.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[crazyilian's solution](#)

464.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[crazyilian's solution](#)

465.

1652D

[Potion Brewing Class](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory, trees

[crazyilian's solution](#)

466.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[crazyilian's solution](#)

467.

1466F

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

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

[crazyilian's solution](#)

468.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[crazyilian's solution](#)

469.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[crazyilian's solution](#)

470.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[crazyilian's solution](#)

471.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[crazyilian's solution](#)

472.

1365F

[Swaps Again](#) · [Tutorial](#)

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

[crazyilian's solution](#)

473.

1363D

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

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[crazyilian's solution](#)

474.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[crazyilian's solution](#)

475.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[crazyilian's solution](#)

476.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[crazyilian's solution](#)

477.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[crazyilian's solution](#)

478.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[crazyilian's solution](#)

479.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[crazyilian's solution](#)

480.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[crazyilian's solution](#)

481.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[crazyilian's solution](#)

482.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation
[crazyilian's solution](#)

483.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math
[crazyilian's solution](#)

484.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation
[crazyilian's solution](#)

485.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities
[crazyilian's solution](#)

486.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[crazyilian's solution](#)

487.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy
[crazyilian's solution](#)

488.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings
[crazyilian's solution](#)

489.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings
[crazyilian's solution](#)

490.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special, math
[crazyilian's solution](#)

491.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy
[crazyilian's solution](#)

492.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[crazyilian's solution](#)

493.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[crazyilian's solution](#)

494.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[crazyilian's solution](#)

495.

2068A

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

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[crazyilian's solution](#)

496.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[crazyilian's solution](#)

497.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[crazyilian's solution](#)

498.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[crazyilian's solution](#)

499.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[crazyilian's solution](#)

500.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[crazyilian's solution](#)

501.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[crazyilian's solution](#)

502.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
[crazyilian's solution](#)

503.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[crazyilian's solution](#)

504.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[crazyilian's solution](#)

505.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

506.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · PyPy 3-64 (first AC) · Tags: geometry, math, matrices
[crazyilian's solution](#)

507.

1267A

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

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[crazyilian's solution](#)

508.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[crazyilian's solution](#)

509.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings
[crazyilian's solution](#)

510.

194E

[Hamming Distance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math
[crazyilian's solution](#)

511.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[crazyilian's solution](#)

512.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[crazyilian's solution](#)

513.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[crazyilian's solution](#)

514.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[crazyilian's solution](#)

515.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[crazyilian's solution](#)

516.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[crazyilian's solution](#)

517.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[crazyilian's solution](#)

518.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, interactive, sortings

[crazyilian's solution](#)

519.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[crazyilian's solution](#)

520.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, greedy, interactive

[crazyilian's solution](#)

521.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[crazyilian's solution](#)

522.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[crazyilian's solution](#)

523.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[crazyilian's solution](#)

524.

360C

[Levko and Strings](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[crazyilian's solution](#)

525.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[crazyilian's solution](#)

526.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[crazyilian's solution](#)

527.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[crazyilian's solution](#)

528.

1267F

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

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[crazyilian's solution](#)

529.

1267I

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

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[crazyilian's solution](#)

530.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[crazyilian's solution](#)

531.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[crazyilian's solution](#)

532.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer,

hashing, math, string suffix structures, strings

[crazyilian's solution](#)

533.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[crazyilian's solution](#)

534.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[crazyilian's solution](#)

535.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

536.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[crazyilian's solution](#)

537.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[crazyilian's solution](#)

538.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[crazyilian's solution](#)

539.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[crazyilian's solution](#)

540.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[crazyilian's solution](#)

541.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation

[crazyilian's solution](#)

542.

1267D

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

Quality: 261 global accepts · Rating: 2800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[crazyilian's solution](#)

543.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[crazyilian's solution](#)

544.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs

[crazyilian's solution](#)

545.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[crazyilian's solution](#)

546.

2068K

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

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[crazyilian's solution](#)

547.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, trees

[crazyilian's solution](#)

548.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: flows, greedy

[crazyilian's solution](#)

549.

2068I

[Pinball](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: 3500 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[crazyilian's solution](#)

550.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[crazyilian's solution](#)

551.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[crazyilian's solution](#)

552.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[crazyilian's solution](#)

553.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[crazyilian's solution](#)

554.

106164D

[Dungeons and Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

555.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

556.

106164E

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

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

557.

106164C

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

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

558.

106164G

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

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

559.

106164F

[Festival Stroll](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

560.

106164M

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

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

561.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

562.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

563.

106164N

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

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[crazyilian's solution](#)

564.

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

565.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

566.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

567.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

568.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

569.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

570.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

571.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

572.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

573.

106224C

[Two Trees](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

574.

100083D

[BS&Dn0, AC&GC`5C05C08D0](#)

Rating: — · first AC: 2025-11-27 · last AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

575.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

576.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

577.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

578.

105143L

[Magic Fairies](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

579.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

580.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

581.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

582.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

583.

105677K

[Disk Covering](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

584.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

585.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

586.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

587.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

588.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

589.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

590.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

591.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

592.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

593.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

594.

105677E

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

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

595.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

596.

105677D

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

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

597.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

598.

105677G

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

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

599.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

600.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

601.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

602.

104008J

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

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

603.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

604.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

605.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

606.

104008C

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

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

607.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

608.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

609.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[crazyilian's solution](#)

610.

105387F

[Questions pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

611.

105387C

[Martian Meteorology](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

612.

105387I

[Line pinball](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

613.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

614.

105387E

[Practical numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

615.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

616.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

617.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

618.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · Python 3 (first AC) · Tags: —
[crazyilian's solution](#)

619.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

620.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

621.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

622.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

623.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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103069F

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103861B

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103861L

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638.

104757I

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Rating: — · first AC: 2024-09-11 · Python 3 (first AC) · Tags: —
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104757F

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104875C

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655.

104114M

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656.

104114C

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657.

104114B

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658.

104114I

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660.

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661.

104114E

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662.

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663.

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664.

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665.

104945C

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104945D

[Flag performance · Tutorial](#)

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686.

104869H

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104869B

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104869J

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689.

104869M

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690.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[crazyilian's solution](#)

691.

104869E

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692.

104869C

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693.

104891E

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104891H

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701.

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702.

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703.

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704.

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103409G

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103409I

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714.

104821L

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715.

104821D

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716.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

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717.

104821M

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718.

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719.

104821G

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720.

104821C

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721.

104821I

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722.

103640G

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723.

103640E

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724.

103640L

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725.

103640B

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726.

103640I

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[crazyilian's solution](#)

727.

103640H

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728.

103640J

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103640M

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730.

103640F

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731.

103640K

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1192C

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733.

104666K

[Screamers in the Storm](#) · [Tutorial](#)

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734.

104666I

[Ponk Warshall](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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735.

104666L

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736.

104666E

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[crazyilian's solution](#)

737.

104666H

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738.

104666D

[Crimson Sexy Jalapeños](#) · [Tutorial](#)

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739.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
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740.

104666B

[Be Geeks!](#) · [Tutorial](#)

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741.

104666C

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742.

104666G

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104686E

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747.

104686C

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748.

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749.

104686D

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750.

104686L

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751.

104772H

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752.

104772F

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753.

104772C

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756.

104772G

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757.

104772J

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758.

104772K

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759.

104772D

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104772M

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761.

104772A

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762.

104555D

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763.

104544I

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104555K

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104555H

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104544C

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773.

104555B

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774.

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775.

104555I

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776.

104555L

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104544H

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781.

104544G

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782.

104555A

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104544L

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Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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784.

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Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
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786.

104018G

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Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[crazyilian's solution](#)

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801.

103102H

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802.

103102F

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803.

103102D

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804.

103102L

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103102I

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Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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103102E

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809.

397D

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813.

100805F

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[A @ C a C,,2D`5 C;CTBCäGC#8](#)

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[A @ C a C CTBC D41C`8C](#)

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816.

100805A

[A @ C a BC =D :C,,5 D4GCT=D`5](#)

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817.

100805E

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818.

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819.

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820.

100805D

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821.

100805C

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822.

100062F

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823.

100062I

[I](#) · [Tutorial](#)

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824.

100062E

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825.

100062D

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826.

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[G](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · Python 3 (first AC) · Tags: —
[crazyilian's solution](#)

827.

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828.

100062B

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829.

100062C

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Rating: — · first AC: 2020-09-26 · Python 3 (first AC) · Tags: —

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830.

1319E

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

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831.

1319D

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

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832.

1319C

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

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833.

1319B

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834.

1319A

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835.

102330F

[A20T@DÄ:C€](#)

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[crazyilian's solution](#)

836.

102330G

[B·0D,0i0, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[crazyilian's solution](#)

837.

102330E

[A450ä@C48C' 8 C\\$>CT=C#>CÄ0D](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[crazyilian's solution](#)

838.

102330D

[A@Cä3D 5D AC,,2CÔKC' BCä@C0](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · PyPy 3 (first AC) · Tags: —

[crazyilian's solution](#)

839.

102330C

[AÄÖDäC=8](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · Python 3 (first AC) · Tags: —

[crazyilian's solution](#)

840.

102330B

[Aö>C7C CD:C =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[crazyilian's solution](#)

841.

102330A

[AD>C=BCä@ A 9C >C`8D](#)

Rating: — · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[crazyilian's solution](#)

842.

101980B

[AäE D46 DÖBC, ?C ;C,,=CD@Cä<D°](#)

Rating: — · first AC: 2019-02-16 · last AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[crazyilian's solution](#)