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Unique solved — do while not false

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

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Filters: none

Count: 104

1.

1987A

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[do_while_not_false's solution](#)

2.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
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3.

1774A

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[do_while_not_false's solution](#)

4.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[do_while_not_false's solution](#)

5.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[do_while_not_false's solution](#)

6.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math
[do_while_not_false's solution](#)

7.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[do_while_not_false's solution](#)

8.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[do_while_not_false's solution](#)

9.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[do_while_not_false's solution](#)

10.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[do_while_not_false's solution](#)

11.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
[do_while_not_false's solution](#)

12.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: math
[do_while_not_false's solution](#)

13.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: greedy, math
[do_while_not_false's solution](#)

14.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings
[do_while_not_false's solution](#)

15.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[do_while_not_false's solution](#)

16.

1409A

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[do_while_not_false's solution](#)

17.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
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18.

1399B

[Gifts Fixing](#) · [Tutorial](#)

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[do_while_not_false's solution](#)

19.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,586 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings
[do_while_not_false's solution](#)

20.

1471A

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

Quality: 38,203 global accepts · Rating: 900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[do_while_not_false's solution](#)

21.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,911 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[do_while_not_false's solution](#)

22.

1782B

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Quality: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[do_while_not_false's solution](#)

23.

1579E1

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Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[do_while_not_false's solution](#)

24.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,621 global accepts · Rating: 1000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[do_while_not_false's solution](#)

25.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[do_while_not_false's solution](#)

26.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,394 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[do_while_not_false's solution](#)

27.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[do_while_not_false's solution](#)

28.

1506B

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Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[do_while_not_false's solution](#)

29.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[do_while_not_false's solution](#)

30.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[do_while_not_false's solution](#)

31.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[do_while_not_false's solution](#)

32.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

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[do_while_not_false's solution](#)

33.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[do_while_not_false's solution](#)

34.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[do_while_not_false's solution](#)

35.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[do_while_not_false's solution](#)

36.

1650C

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

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[do_while_not_false's solution](#)

37.

1635C

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

Quality: 25,128 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[do_while_not_false's solution](#)

38.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[do_while_not_false's solution](#)

39.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[do_while_not_false's solution](#)

40.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[do_while_not_false's solution](#)

41.

1774C

[Ice and Fire](#) · [Tutorial](#)

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42.

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[do_while_not_false's solution](#)

43.

1471C

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

Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

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44.

1407B

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45.

1967B1

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[do_while_not_false's solution](#)

46.

1967A

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47.

1965A

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Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

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48.

1893A

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[do_while_not_false's solution](#)

49.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

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50.

1759D

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Quality: 20,266 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[do_while_not_false's solution](#)

51.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[do_while_not_false's solution](#)

52.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[do_while_not_false's solution](#)

- 53.**
1490E
[Accidental Victory](#) · [Tutorial](#)
Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[do_while_not_false's solution](#)
- 54.**
1461B
[Find the Spruce](#) · [Tutorial](#)
Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[do_while_not_false's solution](#)
- 55.**
1774B
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Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[do_while_not_false's solution](#)
- 56.**
1767D
[Playoff](#) · [Tutorial](#)
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[do_while_not_false's solution](#)
- 57.**
1759E
[The Humanoid](#) · [Tutorial](#)
Quality: 12,518 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
[do_while_not_false's solution](#)
- 58.**
1579C
[Ticks](#) · [Tutorial](#)
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- 59.**
1526C1
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- 60.**
1516B
[AGAGA XOOORRR](#) · [Tutorial](#)
Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy
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- 61.**
1506E
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[do_while_not_false's solution](#)
- 62.**
1490F
[Equalize the Array](#) · [Tutorial](#)
Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings
[do_while_not_false's solution](#)
- 63.**
1461C
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Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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64.

1409D

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[do_while_not_false's solution](#)

65.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

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66.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[do_while_not_false's solution](#)

67.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[do_while_not_false's solution](#)

68.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[do_while_not_false's solution](#)

69.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[do_while_not_false's solution](#)

70.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[do_while_not_false's solution](#)

71.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[do_while_not_false's solution](#)

72.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[do_while_not_false's solution](#)

73.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[do_while_not_false's solution](#)

74.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[do_while_not_false's solution](#)

75.

1400B

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Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[do_while_not_false's solution](#)

76.

1987D

[World is Mine](#) · [Tutorial](#)

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[do_while_not_false's solution](#)

77.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[do_while_not_false's solution](#)

78.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[do_while_not_false's solution](#)

79.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory
[do_while_not_false's solution](#)

80.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths
[do_while_not_false's solution](#)

81.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings
[do_while_not_false's solution](#)

82.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[do_while_not_false's solution](#)

83.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[do_while_not_false's solution](#)

84.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[do_while_not_false's solution](#)

85.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[do_while_not_false's solution](#)

86.

1471D

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

Rating: 1900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[do_while_not_false's solution](#)

87.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[do_while_not_false's solution](#)

88.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

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[do_while_not_false's solution](#)

89.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[do_while_not_false's solution](#)

90.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[do_while_not_false's solution](#)

91.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[do_while_not_false's solution](#)

92.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[do_while_not_false's solution](#)

93.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[do_while_not_false's solution](#)

94.

1967B2

[Reverse Card \(Hard Version\) · Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[do_while_not_false's solution](#)

95.

1622E

[Math Test · Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[do_while_not_false's solution](#)

96.

1579G

[Minimal Coverage · Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[do_while_not_false's solution](#)

97.

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[do_while_not_false's solution](#)

98.

1965C

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99.

1887C

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100.

1987F1

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1731F

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102.

1767E

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103.

1987F2

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104.

457F

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